

Paul M. Smith

Address: 13884 Shablow Avenue, Sylmar, CA, 91342

Email: PMSdigital@gmail.com | Online Portfolio: PMSdigital.com | Telephone: (818) 399-4715

PERSONAL STATEMENT

As a video game designer and artist, my goal is to bring my artistic, technical, and managerial skills of production to a unique cutting-edge entertainment. I have 19 years' experience of all major aspects of development, implementation, and project management for PC and console games. And in addition, 15 years' experience of that time was spent as an adjunct or full-time professor of Game Art and 3D Animation preparing students with production pipeline techniques for the gaming and entertainment industry.

TEACHING PHILOSOPHY *(Enthusiastic. Effective. Passionate.)*

I can honestly say my philosophy on teaching is this: "Every student is capable of learning, but it is up to the teacher to find that connection with each student that will help him or her to learn best."

EMPLOYMENT HISTORY

06/2013 – Present

Participating Adjunct Professor in Game Art and Design

Woodbury University, Burbank, CA

- Provide an in-depth learning experience and support for students across the artistic and creative range of game arts
- Support program chair in developing or updating course material for game art courses
- Demonstrate industry techniques and production methods through workshops to potential high school students

08/2006 – Present

Adjunct Professor in Media Arts

Mt Sierra College, Monrovia, CA

- Provide an in-depth learning experience and support for students across the artistic and creative range of media arts (gaming and animation)
- Support program chair in developing or updating course material for media art courses
- Demonstrate industry techniques and production methods during the annual global game jam event to students across the academic range
- Help support training to faculty on implementation of faculty learning system (D2L) for course resources like rubrics and intelligent agents, assignments feedback, and grades

08/2006 – 3/2011

Full-time Professor in Game Art & Design

Westwood College, Upland, CA

- Provide an in-depth learning experience and support for students across the artistic and creative range of game arts
- Support program chair in developing or updating course material for game art courses
- Demonstrate industry techniques and production methods during the quarterly workshops to promote community awareness
- Helped organize and create marketing material to promote the curriculum at the game developer conference (GDC) in San Francisco

04/2002 – 10/2005

Full-time Professor in Game Art & Design

Art Institute of California, Santa Monica, CA

- Provide an in-depth learning experience and support for students across the artistic and creative range of media arts (gaming and animation)
- Support program chair in developing or updating course material for media art courses

- Helped organize and establish internship network with local gaming companies
- Demonstrate industry techniques and production methods through workshops to potential high school students

EDUCATION

1993 – 1996

B.F.A and M.A : Computer Animation

William Patterson University, Patterson, NJ

1991 – 1992

A.S : Computer Animation

Bucks County Community College, Bucks County, PA

SOFTWARE

3D: 3dsMax, Maya, Zbrush, Headus UVLayout, Topogun, Quixel, Substance Painter, 3D Coat, Marmoset Toolbag 3

Game Engine: Unreal Engine 4

Motion Capture: MVN Studio, Motion Builder

2D: Photoshop, Illustrator

Compositing/Editing: After Effects, Discreet Combustion, Matchmover

PROFESSIONAL EXPERIENCE

PC GAMES:

Men In Black, Pinky and the Brain	Gigawatt Studios	3D Digital Artist / Animator
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DREAMCAST GAMES:

Sega Swirl, Railroad Tycoon II, Kiss Psycho Circus	Tremor Entertainment	Art Director, 3D Digital Artist
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PLAYSTATION GAMES:

Railroad Tycoon II	Tremor Entertainment	Art Director
Snow Cross 2002	Digital Dimension	Freelance 3D Digital Artist

XBOX 360 ON-LINE GAME:

Robo Blitz	Naked Sky Entertainment	Freelance 3D Digital Artist
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MOTION CAPTURE SUPPORT:

The Black Eyed Peas Experience	Stargate Studios	Motion Capture Technician
The Walking Dead Slot Machine	Aristocrat Technologies	Motion Capture Technician
Forensic Re-creation Animation	Bowley Inc	Motion Capture Technician

MAIN ATTRACTION RIDE:

Mighty Ducks Pinball Slam	Gigawatt Studios	3D Digital Artist / Animator
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FEATURE:

Jenny Got A Boob Job (Short)	Harbinger Media	Post Production Supervisor
Infested (Movie)	Max Ink Café	3D Digital Artist / Animator

TELEVISION:

Simply True Show Pilot	Harbinger Media	Visual Effects Supervisor
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FABRICATION:

Chico's, GAP, Federated, Avon, Fashion Bug, Pac Sun, Koos MFG, Victoria Secret, Club Monaco	Shapely Shadow	Consultant / 3D Digital Sculptor
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PUBLICATION:

Brainiac	Wildstorm Productions	Freelance 3D Digital Artist
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CONSULTANT:

Michael Adams Consulting, RBB Architecture, Inc.		On-Location Training and Technical Support
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REFERENCES AVAILABLE ON REQUEST