

# Paul M. Smith

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## PERSONAL STATEMENT

A collaborative, knowledgeable, and highly experienced game arts instructor. Provide a positive learning experience by promoting independence, creativity and open mindedness with students. Adept at training, motivating others, established lasting relationships within the school community. With over 20 years' experience as a game developer and 3D artist, my goal is to bring my artistic, technical, and managerial skills of video game production into the classroom.

Teaching Philosophy: 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."

## EDUCATION

**B.F.A and M.A: Computer Animation**, William Patterson University, Patterson, NJ - 1993 – 1996

**A.S: Computer Animation**, Bucks County Community College, Bucks County, PA - 1991 – 1992

## 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
- Summer Class - Using motion capture pipeline production techniques, high school students created storyboards; directed a performer wearing the wireless motion capture suit; clean up mocap data, and hand animated to develop a 30 – 45 second CGI animated short in Autodesk Motion Builder.
- MCD Creative Workshops - Using 3D digital character sculpting techniques in zBrush, high school students were provided a 2D character concept as a background image and they would create a 3D skeleton; apply digital clay to sculpt out shape and form; add an attention to details using micro textures and custom brushes.

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
- Help support training to faculty on implementation of faculty learning system (D2L) for course resources like rubrics and intelligent agents, assignments feedback, and grades
- Link to College - Using production pipeline techniques, high school students and people from the community each week would be introduced to different industry programs like 3D modelling for games; interactive painting and sculpting in 3D; lights, camera, rendering; 3D bodies in motion, and level design for games.
- Global Game Jam - Using approved locations for this annual event, people of various skill levels and industry fields of study will gather to participant and develop ideas, form small groups, create new and innovative games, and ultimately present them to their peers and the global community world-wide.

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
- Helped organize and create marketing material to promote the curriculum at the game developer conference (GDC) in San Francisco
- Quarterly Workshops - Using in engine level building techniques within Unreal Tournament, potential students would create a playable racing demo level from a library of provided 3D hard surface assets like vehicles, buildings, trees, etc. The quarterly workshops were open to the community to create a sense of awareness and recruitment.

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 like Treyarch, Naughty Dog, and Pandemic
- Summer Workshops - Using game art and animation production pipeline techniques, each day the high school students would be introduced to different industry programs like 3D hard surface modelling, 3D character creation, 3D animation, lighting and rendering, and level design for games.

**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, Rokoko, Motion Builder

2D: Photoshop, Illustrator

Compositing/Editing: After Effects, Discreet Combustion, Matchmover

**INDUSTRY EXPERIENCE**

PC GAMES:

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

DREAMCAST GAMES:

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

PLAYSTATION GAMES:

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

XBOX 360 ON-LINE GAME:

Robo Blitz      Naked Sky Entertainment      Freelance 3D Digital Artist

MOTION CAPTURE SUPPORT:

The Black Eyed Peas Experience      Stargate Studios      Motion Capture Technician  
Visual FX Supervisor / 3D Digital Artist / Motion Capture Technician

Cal Trans Forensic Re-creation      Blast Radius Consulting

The Walking Dead Slot Machine      Aristocrat Technologies      Motion Capture Technician

Forensic Re-creation Animation      Bowley Inc      3D Digital Artist / Animator / Motion Capture Consultant

MAIN ATTRACTION RIDE:

Mighty Ducks Pinball Slam

Gigawatt Studios

3D Digital Artist / Animator

FEATURE:

Jenny Got A Boob Job (Short)  
Infested (Movie)

Harbinger Media  
Max Ink Café

Post Production Supervisor  
3D Digital Artist / Animator

FABRICATION:

Chico's, GAP, Federated, Avon,  
Fashion Bug, Pac Sun, Koos MFG,  
Victoria Secret, Club Monaco

Shapely Shadow

Consultant / 3D Digital Sculptor

PUBLICATION:

Brainiac

Wildstorm Productions

Freelance 3D Digital Artist

CONSULTANT:

Mobile Motion

On-Location Video Game  
Production Training and  
Technical Support

Michael Adams Consulting,  
RBB Architecture, Inc.

On-Location Architectural Pre-Viz  
Training and Technical Support

**REFERENCES AVAILABLE ON REQUEST**