

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 my 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

08/2019 – present: Assistant Professor III in Game Art & Design at 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 new and existing game art courses
- Training adjunct faculty on university logistics and procedures, scheduled weekly course mentoring sessions
- Collaborate with department chair on program review evaluations.
- Support program chair in academic advising
- MCD Creative Workshops "3D Character Design" - 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 attention to details using microtextures and custom brushes.
- New Faculty Learning Committee 2019 – Reviewed and discussed the institution procedures, faculty and program assessments, uphold and improve learning outcomes, committee responsibilities, the contract renewal and rank advancement process.

06/2013 – 08/2019: Participating Adjunct Professor in Game Art & Design at 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 new and existing game art courses
- Summer Class 2014 "Intro to Game Design" - 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 "3D Character Design" - 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.
- Studio Courses – 3 Units (Semester System – 15 weeks)

08/2006 – 06/2019: Adjunct Professor in Media Arts at 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 new and existing 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 "Game Design & Gameplay" - 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 (January 2013, 2014, 2015, 2016, 2017, 2018) 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 – 03/2011: Full-time Professor in Game Art & Design at 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 new and existing game art courses
- Helped organize and create marketing material to promote the curriculum at the game developer conference (GDC) in San Francisco
- Quarterly Workshops 2008, 2009, 2010 - 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 – 09/2005: Full-time Professor in Game Art & Design at 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 new and existing media art courses
- Helped organize and establish internship network with local gaming companies like Treyarch, Naughty Dog, and Pandemic
- Summer Workshop "Game Art Design Studio" July 2005 - 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, xNormal, Headus UVlayout, Topogun, Quixel Mixer, Substance Painter, 3D Coat, Marmoset Toolbag 3, Akeytsu

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
11/1996 – 04/1998

3D Digital Artist / Animator

DREAMCAST GAMES:

Sega Swirl, Railroad Tycoon II, Kiss
Psycho Circus

Tremor Entertainment
05/1998 – 05/2002

Co-Founder / Art Director / 3D
Digital Artist

PLAYSTATION GAMES:

Railroad Tycoon II (port)	Tremor Entertainment 01/2000 – 05/2002	Co-Founder / Quality Assurance
Snow Cross 2002	Digital Dimension 05/2002	Freelance 3D Digital Artist

XBOX 360 ON-LINE GAME:

Robo Blitz	Naked Sky Entertainment 02/2006 – 05/2006	Freelance 3D Digital Artist
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MOTION CAPTURE SUPPORT:

The Black Eyed Peas Experience	Zoic Studios 05/2011	Motion Capture Technician
Pok Ta Pok	Lion Works 05/2012 – 06/2012	Motion Capture Technician
Cal Trans Forensic Re-creation	Blast Radius Consulting 05/2011 – 02/2016	Visual FX Supervisor / 3D Digital Artist / Motion Capture Technician
The Walking Dead Slot Machine	Stargate Studios 07/2013	Motion Capture Technician
Take A Seat	Dark Road 12/2017 – 01/2018	Motion Capture Technician
Forensic Re-creation Animation	Bowley Inc 08/2016 – 12/2018	3D Digital Artist / Animator / Motion Capture Consultant
ARDYs: A Radio Disney Music Celebration, Snap Star Music Video, Vampirina Interactive Web Blog	Mobile Motion 03/2019 – 08/2019	Inertial Wireless Motion Capture Technician and Clean-up Artist / 3D Character Rigger

MAIN ATTRACTION RIDE:

Mighty Ducks Pinball Slam	Gigawatt Studios 01/1998 – 02/1998	3D Digital Artist / Animator
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FEATURE:

Jenny Got A Boob Job (Short)	Harbinger Media 03/2009 – 05/2009	Co-Founder / Post Production Supervisor
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FABRICATION:

Chico's, GAP, Federated, Avon, Fashion Bug, Pac Sun, Koos MFG, Victoria Secret, Club Monaco, Cato, Belks, TC2	Shapely Shadow 10/2003 – 09/2010	Consultant / 3D Digital Sculptor
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PUBLICATION:

Brainiac	Wildstorm Productions 12/1999 – 01/2000	Freelance 3D Digital Artist
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CONSULTANT:

Mobile Motion 07/2018 – 08/2019	On-Location Animation and Video Game Production Training / Inertial Wireless Motion Capture and Technical Support
RBB Architecture, Inc. 02/2004 – 06/2006	On-Location Architectural Pre-Viz Training and Technical Support
SkillsUSA California Interactive Video & Game Design 09/2019 – Present	Competitive Events Coordinator / Regional and State Judge

REFERENCES AVAILABLE ON REQUEST