

Lance S. Winkel, MFA

<https://lancewinkel.com> lance@lancewinkel.com lance.winkel@gmail.com

Linked in: <https://www.linkedin.com/in/lancewinkel/>
Portfolios: <https://lancewinkel.com>
Flickr: <https://flickr.com/lancewinkel>

Education

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| MFA, Experimental Animation, | May 2001 | California Institute of the Arts, Valencia, CA |
| <ul style="list-style-type: none">• Research disciplines: production management and planning for film, commercial, and character animation, 3D rigging and pipeline technical direction, editing, story treatment, and previsualization. | | |
| BA – Interdisciplinary Visual Arts, | May 1997 | University of Washington, Seattle, WA |
| <ul style="list-style-type: none">• Minor in History | | |

Experience:

Senior Lecturer, Full Time Faculty

Information Technology Program, Viterbi School of Engineering
University of Southern California, Los Angeles, CA

2008 - 2020

- Architect of ITP's 3D Design and Prototyping capstone collaboration with Viterbi EE and Marshal.
- Supervise five to ten physical product and UI/UX design teams annually as they collaborate with Electrical Engineering system integration and testing and brand marketing teams through annual production development competitions. Oversee the early design and specification process, documentation, ensure prompt and efficient communication between all specialist groups. Coordinate schedule planning and scrutinize timelines from team leads. Steer and redirect decision making in order to make deliverable deadlines, overcome design contingencies, and fall under budget. Calmly manage and deescalate crises into workable solutions.
- Author and lead faculty of USC Viterbi's CORE 195 3D Design and Prototyping international summer program for high school students.
- In addition to a full-time teaching load and academic senate committee duties I supervise two academic minors that I authored, ITP's 3D Animation Minor and ITP's 3D Computer Graphics and Modeling Minor.

Adjunct Professor / Part-Time Faculty

Digital Graphics Media Arts and Design, Product Design, Game Development, and Foundation
Otis College of Art and Design, Los Angeles, CA

2019 – present

- Reached across siloed institutions to build partnership with key faculty at both institutions to pioneer a unique product development collaboration between Otis and USC.
- Four capstones at two universities enabled students across business, engineering, interface, product, and packaging design disciplines to build market ready prototypes, with marketing and packaging design from concept through product testing in 15 weeks.
- Designed a deliverable schedule and instructional roadmap that accounted for fully remote instruction and coordination of all four classes and international student collaboration from around the world due to COVID-19.
- Teach four courses per semester across four academic programs: (GAME) Game Development, (DGMD) Digital Media, (FNDD) Foundation, and (PRDS) Product Design.

Collective Bargaining Team and Union Representative

SEIU 721 - Otis College of Art and Design Part-Time Faculty Union
Los Angeles, CA

2020 – present

- Negotiated 20% raises for all part-time faculty annually over three contract years as well as six months of retroactive pay at the increased first year raise compensation amount.
- Negotiated a first of its kind mandatory appointment process for all faculty who have taught four or more semesters at Otis.
- Negotiated numerous contractual benefits for faculty including a discretionary fund for technology investments for remote teaching, tuition reimbursements, amongst others.
- Worked alongside union advocacy team to get faculty sign on to union to 75% membership

- Worked alongside negotiation team, legal representation, accounting, and union-advocacy teams to build a consensus of faculty concerns and have them addressed through the negotiation process with Otis leadership.
- The final contract was unanimously approved by 100% of all faculty.

Production Manager

Rosemary Clausen Performing Arts Center
Ida County, IA

2020 - present

- Event coordination for ten shows per year.
- Backline, staging, scheduling, staffing, and training
- Projection tech setup, theatrical exhibition prep to DCP

Photographer / Videographer / Editor

2020 – present

- Estate auctions, home, farm, and commercial real estate
- Museum curation, archival, and historical preservation recording
- Product
- Events

Freelance Artist and Design Consultant

- Orange County, CA 2003 - present
- Clients include Vertigo Clothing, Giovenezza Cosmetic Surgery, Newport Beach Film Festival, Lord Inn Tailor, Habitat for Humanity, Hypnobabies, and Komar Aviation Group
- Fashion and product photography, digital image correction, and infrared effects photography
- Video production, digital compositing, prop, and wire removal
- Design for print, brochures, and web
- UI/UX design and accessibility design for mobile and security products with a focus on senior behavioral use and learning.

Formlabs Ambassador

Formlabs

Boston, MA

<https://formlabs.com/ambassadors/>

2018 - present

- First Formlabs Ambassador
- Key collaborator in helping Formlabs build the Ambassador program
- Field test new Formlabs materials and build demonstration models to showcase properties
- Author reviews, tutorials, and conduct live and webinar-based demonstrations and events
- Mentor new Ambassadors

CEO, Co-Founder

Forge Academy, Laguna Niguel, CA

2015-2019

- Non-profit focused on STEM, STEAM, 3D printing, education, and maker-space creation.

Supervising Lead Animator, Previsualization Artist, Pipeline Specialist, Technical Director

Image G, Studio City, CA

2002 - 2012

- Directly answer to Producer, Director, and Agency executives to develop previsualization animatics, working rough cuts, determine camera, staging, and locked picture from storyboards before principal photography or studio stage setup.
- Script writing, script doctoring, and visual storyboarding for commercial production
- Estimate budgets, crew, material, and location needs based on previz.
- Developed the initial Maya previsualization and CGI pipeline for the entire studio in 2002
- Visualize storyboards into 3D sequences in Maya, including camera control data for motion control camera systems
- Develop production plans for 3D content and prepare stage layouts from 3D previsualization
- Coordinate data and asset management between all phases of production as needed for shot completion, budget, and schedule.
- Clients and agencies include J. Walter Thompson, Ford, Nissan, and Warner Brothers Entertainment.

Director of Shorts Programming

Newport Beach Film Festival, Newport Beach, CA

2002 – 2005

- Maintained a technical consulting role from 2006 - 2019
- Managed a core volunteer staff of two lead programmers, eight associate programmers
- Substantially improved the overall quality of accepted films.
- Programmed 232 short films into 31 programs for the 2005 festival, an increase of over 100% compared to the 2002 program. Doubled audience attendance for short film programs during the same period.
- Streamlined the shorts program selection making processes to accommodate the consideration of over a thousand film submissions per year.
- As the primary technical advocate for the festival, determined technology, post, and theatrical presentation needs on a year-by-year basis.
- Approached potential investors, film commissioners, and service providers to develop sponsorships through to fulfillment.
- Collaborated with OCC Program in Film/Video staff, OCC Coast Report newspaper, and OCC's Chief of Marketing to bring the very first OCC Shorts Program to the Festival and to the Lido Theater. The OCC Shorts Program is celebrating its 14th year.

Professor / Full-Time Faculty

Art Institute of California – Orange County, Santa Ana, CA

2002 – 2016

- Five courses per quarter. Twenty courses per year.
- 3D Animation, Commercial, Visual Effects, and Film Production
- Product Development
- Faculty supervisor for the production and completion of over 200 student films
- Spearheaded the revision and reorganization of all 3D course prerequisites, course objectives, and the content of all classes within the Media Arts & Animation and Game Art & Design majors to a uniform standard necessary for accreditation.
- Collaborated with architectural planners and school administrators to oversee the design and construction of a new soundstage, chroma key and video production studio, as well as supply cage and curriculum-based access pathway for students to gain admittance to resources.

Adjunct Professor / Part-Time Faculty

Irvine Valley College, Irvine, CA

2020 – present

Art Institute of California – Los Angeles, Santa Monica, CA

2002 – 2005

Cal State Fullerton, Fullerton, CA

2005

Orange Coast College, Costa Mesa, CA

2002 – 2016

Loyola Marymount, Los Angeles, CA

2004

- Numerous classes in the disciplines of:
 - 3D Animation and Commercial Production
 - Game Development, scripting, and production team management for Unreal and Unity
 - Product Development

Director, Writer, Producer, and Supervising Animator

“Within an Endless Sky”

1999 - 2002

Animated 3D Short Film – California Institute of the Arts, Valencia, CA

- The first film to be made in Autodesk (AliasWavefront) Maya at California Institute of the Arts.
- My graduate research for the production of this film established the Maya production pipeline for both the Experimental Animation and Character Animation departments at CalArts and led to a complete program-wide changeover from Softimage to Maya in 2000/2001.
- Awards:
 - “Best Animated Short Film” – 2002 Newport Beach Film Festival, Newport Beach, California
 - “Grand Prize - Digital Cinema” – 2002 Digital Art Awards, Keio Research Institute, Fujisawa, Japan
 - Palm Springs International Film Festival
 - SICAF (Seoul International Computer Animation Festival)
 - SIGGRAPH Computer Animation Festival Participant
 - Participated and played at numerous other festivals and televised international showcases

Production Manager

“Tequila Macho” by Director Jorge Gutierrez

1999

Independent Film - Valencia, CA

- 35mm Stop Motion Film
- Oversaw daily budgets, managed payroll, and equipment and supply procurement
- Processed all graphic design and layout from initial concept art for incorporation into assets
- CAD and printing of measured drawings for art, modeling, armature, and set crafting departments.

Manager of Sales Operations and Purchasing Department

Computer Upgrades Etc., Inc.

1995 – 1997

Computer System Manufacturer, Tukwila, WA

- Managed and trained a team of sales associates and maintenance technicians
- Insured pricing and margin based off parts cost
- Scheduled parts orders based on inventory and build orders for new machine orders
- Produced monthly ads for local community mailers