

CURRICULUM VITAE**Blue Wade**bluewade@bluewade.netwww.bluewade.net**EDUCATION**

2006 **RHODE ISLAND SCHOOL OF DESIGN**, Rhode Island, United States

Master of Fine Arts, Digital + Media

Honors, Digital Media Department

2003 **UNIVERSITY OF CALIFORNIA AT BERKELEY**, California, United States

Bachelor of Arts, Double Major: Practice of Art and Interdisciplinary Field Studies

Honors, Practice of Art Department

Honors, Interdisciplinary Field Studies Department

High Distinction in General Scholarship

ADDITIONAL STUDIES

2002 **MASSEY UNIVERSITY**, Wellington, New Zealand

Coursework: Māori Art Studies

LEADERSHIP AND ADMINISTRATIVE EXPERIENCE IN THE FINE ARTS AND PERFORMING ARTS

2011–Present **Marymount California University**, Rancho Palos Verdes, California

Chair of Multidisciplinary Studies and Digital Communications Media

I am responsible for all humanity academic programs including the curricula in digital media, communication, music, theater, fine arts, digital media, English, religion, philosophy, history, speech, interdisciplinary studies, literature, as well as other arts and humanity courses. I am responsible for the year-round administration of both the Digital Communication Media BS program and Multidisciplinary Studies BA program, coordination of event planning and programming to promote arts and humanities within the university culture, and administration of the Klaus Center for the Arts in support of these programs.

This includes:

- Hiring faculty and staff, planning course offerings, scheduling, staffing, budgets, faculty mentoring and feedback, division-level communication and coordination, curriculum assessment, program review, making decisions regarding petitions and special study, mediating, and resolving faculty and student issues arising in the division, serving as division liaison with other university divisions and departments, and representing the division in governance.
- Working with the internal and external administration on accreditation, recruiting cycle, curriculum approval and articulation, advising and registration, catalog, class schedules, budget planning, core competencies assessment, DCM and MDS degree program assessment and review, and faculty evaluation.
- In addition to these responsibilities, I actively contribute to promotion, recruiting, and fundraising to support program visibility, reputation, enrollment, and growth.

Key accomplishments include:

- Developed and oversee Real World program, Arts Center, and multiple campus site arts developments.
- Led successful efforts to build, open, and maintain several educational sites and spaces including a 10,000-sq-ft art center; a music studio; a music keyboard computer lab; a fine arts studio; a photography, video and special effects production studio with multi-

camera set-up, VR, and live motion capture; and a gallery and live music and performance space.

- Designed and implemented new BA and BS programs, concentrations, and emphases, including Arts & Entertainment Management, Game Design & Animation, Media Studies General, Arts & Media Interdisciplinary Studies, and two emphases for Liberal Arts BA: Music and Performing Arts.
- Developed ability to provide multiple BA options in the arts: Film & Video Production BA, Game Design & Animation BA, Digital Art & Design BA, Website Design & Interactivity BA, Media Studies General BA, Arts & Media Interdisciplinary BA.
- Updated courses and developed new courses to serve arts and technology for arts BA and the greater liberal arts curriculum.
- Initiated several ongoing university arts events including the annual Arts & Media Film, Animation, and Video, numerous professional exhibitions, lecture series, and concerts.
- Implemented and supervise Arts & Media social media communications.
- Developed, hired, and implemented arts staff positions funded by arts student fees.
- Brought about closer alignment between departmental goals and college-level initiatives in undergraduate education, teaching, learning, and faculty diversity.

Academic Advisor

- 2010-2018 **Marymount California University**, Rancho Palos Verdes, California
Academic Advisor, Arts & Media Division
- 2009-2010 **Rhode Island School of Design**, Providence, Rhode Island
Computer Animation Advisor, Continuing Education Department

TEACHING EXPERIENCE IN HIGHER EDUCATION

- 2010-Present **Marymount California University**, Rancho Palos Verdes, California

Professor of Digital Media, Digital Communication Media Department

Courses:

3D Animation I lecture and laboratory Introduction to 3d computer generated animation for fields in cinema, games, graphic design, and interactive media. This course explores the 12 principles of animation, camera set-up and operation, lighting, animating using key-frame, set driven keys, graph editor, nonlinear, and path techniques. Students learn the basics of modeling, UV texture mapping, animation, staging, and editing using Autodesk Maya 3D, Adobe Photoshop and Adobe After Effects.

3D Animation II lecture and laboratory Advanced techniques in digital 3d modeling and animation as it applies to cinema, games and interactive media. Students learn Autodesk Maya 3D and peripheral applications to design and create sophisticated environments, particle systems and animated characters for animation. Students will be versed in composite techniques with Adobe After Effects.

3D Game Design I lecture and laboratory Students will gain a basic proficiency in using a game engine to aid in computer game development. This course explores theoretical and practical topics of game design including game engine user interface, use of game objects and assets, managing projects and assets, preparing assets for implementation, assemblage of game level environment, audio, game play, game look-and-feel, and user psychology

3D Game Design II lecture and laboratory Students will gain intermediate to advanced proficiency in using a game engine to aid in computer game design development. Advanced game design topics include multilevel game design, animating game objects in a game editor, bringing animations into a game, scripting in game development, creating particle systems, building the camera and player selection system, and designing user interfaces for games.

3D Modeling lecture and laboratory Introductory 3D Modeling. Emphasis on principles of 3D design techniques for illustration and animation. The Autodesk Maya relationship to peripheral software such as Adobe Photoshop and After Effects will also be explored.

Digital Advertising Design lecture and laboratory Advanced digital design studio course provides the student experience in creating creative advertising designs for a variety of printed applications. Students will learn how to effectively combine typography, illustrations and photography to create compelling advertisements with Adobe Creative Suite software.

Digital Color lecture and laboratory Principles of color theory in two-dimensional design. Students explore the elements of design, including Line, Shape, Value, as they apply to color theory using Adobe Photoshop software. Students apply the principles of design including, Harmony, Variety, Balance, Proportion, Dominance and Movement to communicate visual ideas effectively. Emphasis is placed on traditional and digital color literacy.

Digital Communication Media Project lecture and laboratory In this course, students produce an original professional quality media project or body of work. Projects are developed from a career focused perspective and reflect communication media centered concepts, theories, histories and, practices. From concept to creation, students work with faculty in their respective area of focus to produce original career ready media work.

Digital Foundations lecture and laboratory A digital design class, which explores elements and principles of Art and Design using media disciplines: video, animation, graphic design, website design, and ethics of art production.

Digital Illustration lecture and laboratory This intermediate course explores Adobe Illustrator software for creating illustration and graphic designs. Students create spot illustration, technical illustration, logos and infographics. Technical standards for the print industry are examined. Emphasis is placed on the principles of two-dimensional design and illustration style.

Digital Page Layout lecture and laboratory Print design course in the preparation of digital mechanicals for common layout designs. Students learn to prepare digital mechanicals for designs with Adobe Creative Suite. Traditional commercial printing and digital printing industry standards and vocabulary are emphasized.

Digital Publication Design lecture and laboratory Print design to prepare digital mechanicals for editorial and publication designs intended for commercial printing applications. Students prepare special printing effects with Adobe Creative Suite software including die cutting, embossing and spot varnishing for different types of designs. Traditional commercial printing and digital printing industry standards and vocabulary are emphasized.

Digital Typography lecture and laboratory This intermediate studio course provides the student with in-depth knowledge of the history, design and application of Typography in communication arts. Students will learn how to effectively use Type for a variety of graphic design applications with Adobe Creative Suite Software. Vocabulary of Typography is emphasized.

Digital Video Motion Graphics lecture and laboratory Students learn to create motion graphics using Adobe After Effects and its peripheral support applications, Adobe Photoshop, Adobe Illustrator and Apple Sound Edit Pro. Students will learn how to integrate 2d and 3d graphics, 101 video, text, and sound to create engaging animations. Emphasis placed on the original design solutions and technical proficiency.

Drawing lecture and laboratory An introductory drawing class for Arts & Media and Non Art Majors emphasizing the principles of visual forms using a variety of traditional and nontraditional drawing tools and media. Emphasis is placed on visual literacy and vocabulary of the elements and principles of design.

Film and Video Production Methods lecture and laboratory Four course series ranging from beginners to advance level in film and video production methods. Course content includes Electronic News Gathering, field and studio lighting techniques, audio recording. Students learn the pre-production and post-production process of creating videos including the development of production outlines, scripts, storyboard, and editing to create interviews features, original short video, and video art. Emphasis is placed on technical proficiency with basic portable video equipment.

Film Production Methods I lecture and laboratory This course introduces the student to film making production methods using high-definition digital video cameras, basic field lighting and audio recording techniques. Students will learn the standard pre-production, production and post-production process of creating short films including the development of film scripts and storyboards to create individual short films. Emphasis is placed on creative expression in visual storytelling.

Film Production Methods II lecture and laboratory This course provides the student the opportunity to create a more ambitious short film from concept to creation by working in teams. Student teams choose a subject of mutual interest and develop a production treatment and script for the film. Students share different production responsibilities and learn how to direct and coordinate a film crew, talent and equipment. Students then edit their film into a finished short feature for critique.

Fundamentals of Arts & Media lecture This art appreciation course improves the human ability to understand the language and cultural functions of art and media. It presents methods for analyzing, criticizing and evaluating various art forms and their content. The vocabulary of art and media criticism is emphasized.

History of Documentary films lecture A chronological history of documentary film from its origins in 1887 to the mass proliferation of social media documentarians of the present. This course will highlight important documentarians as well as touch on multiple genres of documentary film, from the traditional to the cutting edge. Students will learn about the various styles of documentary and the many storytelling techniques used throughout the art form.

History of Film lecture This course surveys the evolution of filmmaking in the 20th and 21st centuries. The course exposes students to a wide range of film genres and explores how the cultural, political, and ideological values have influenced filmmakers and the art of filmmaking. Critical analysis of film scriptwriting, cinematography, direction, acting and style are emphasized.

History of Game Design & Animation lecture This course surveys the history of game design and animation. Examines the historical and ongoing relationships between animation meant for cinema and animation meant for digital games. Course topics include creation, design, aesthetic, technology and evolution of animation and video games beginning in the twentieth century through current day.

History of Graphic Design lecture A history of typography, graphic design and illustration. Students will acquire foundational knowledge of the history of design beginning with the early forms of writing and graphic designs such as cuneiform and illuminated manuscripts. Examines how these early forms of design evolved over time into the various disciplines that have become the foundations for visual communications in contemporary times.

History of International Cinema lecture A study of the cinematic styles and history of five major regions of the world: Europe, Russia, China, Japan, and India. Modules of study will follow each of these geographical locations from the advent of motion pictures to their modern-day states, students will learn about important and unique films and filmmakers from each culture. Special attention will be given to the ways in which each culture has had a unique and important influence on the global cinematic community.

History of Multimedia lecture Explores how traditional forms of media including print, radio, film, photography and television evolved and have begun to converge into new digital forms of media in contemporary times, facilitating media democracy and transnationalism in the late 20th and the 21st century. Students learn the history of personal computer and the World Wide Web to understand the evolution of digital technologies as a catalyst for new and emerging media, and to survey culturally diverse media production in a dynamic global environment.

Introduction to Arts & Media Methodology lecture This class explores theories of Arts and Media. Topics will include film, animation, interactive media, graphic design and ethics in the arts. Students research and analyze these art forms through diverse verbal and written projects.

Immersive Technologies World Building in VR lecture and laboratory This course provides students with an opportunity to gain awareness of virtual technology (VR) through application, research, creation, and reflection. Students will use standalone VR headsets along with selected educational applications to participate in immersive learning and

engagement experiences. The course is a survey course; topics include diversity, social justice, empathy, creativity, music, astronomy, oceanography, geography, travel and culture, virtual social communities.

Immersive Reality for Interdisciplinary Applications and Enterprise lecture and laboratory An introductory course in reactive technology. Immersive technology such as Virtual Reality (VR) and Augmented Reality (AR) is now a mainstream phenomenon used in many industries including, film, media, science, computer science, games, criminal justice, psychology, business and enterprise. In this course students from across the university will learn an overview of the field of virtual reality, and substantive training in the appropriate tools. Students will work in teams to learn about immersive technology for real-world international application, use immersive VR simulations relevant to their respective fields.

Interactive Motion Graphics lecture and laboratory Advanced digital studio course provides students with the ability to create interactive motion graphics for Websites and Multimedia projects using Adobe Flash. Students learn how to make sophisticated vector graphic animations with basic action scripting and a variety of interactive graphic elements. Emphasis is placed on technical proficiency.

Junior Research & Conceptual Development lecture and laboratory Students create a series or body of work. Students learn research methods and conceptual development skills unique to media studies.

Multidisciplinary Studies Senior Project lecture Senior seminar in which, under the leadership of a designated instructor, students complete a senior project. The project will culminate in an oral and/or audio-visual and written presentation.

Professional Careers in Communication Media lecture and laboratory This course prepares students for a career in their respective art. Students will explore the myriad of ways that their education can become a career, and where they might take their experiences from MCU after graduating. They will study professional artists, designers, filmmakers, performers, and ethics in the arts. They will learn about self-promotion, brand building, how to pitch a project, attend networking functions, sell their art and look at the possibility of continuing their education with a master's degree.

Photography & Imaging lecture and laboratory Print design to prepare digital mechanicals for editorial and publication designs intended for commercial printing applications. Students prepare special printing effects with Adobe Creative Suite software including die cutting, embossing and spot varnishing for different types of designs. Traditional commercial printing and digital printing industry standards and vocabulary are emphasized.

Senior Portfolio lecture and laboratory Senior standing and Chair approval. Class hours: 2 lecture, 2 laboratory. The course provides students with knowledge in self-promotion. Students will learn various methods for promoting themselves to potential employers including portfolio development, professional writing for media disciplines, presentation skills, electronic resumes, online career tools, and demo reels.

Senior Project & Exhibition lecture and laboratory This capstone studio course provides students with the unique opportunity to develop their own coursework in the form of a senior project that reflects the culmination of their education experience as an art, design or media production project. From concept to creation, students work with faculty in their respective area of focus to produce an original professional art, design or media project for public exhibition.

Senior Seminar lecture and laboratory This Senior Seminar provides students with an overview of the business practices and standards of industries related to Digital Arts & Media, including television, film, photography, graphic design, animation and the Internet. The course also provides students with fundamental knowledge in self-promotion, including resume and cover letter writing, portfolio development and interviewing skills. Students will learn various methods for promoting themselves to potential employers including electronic resumes, online career tools, promotional reels, and portfolio development.

Video Production Methods II lecture and laboratory Advanced video production methods including studio cameras, studio lighting techniques and studio audio recording. Students learn professional studio procedures for the pre-production, production and post-production process to create a full-length video or studio television pilot by working in teams that share roles and responsibilities. Emphasis on teamwork and developing technical proficiency with studio video production equipment.

Video Editing lecture and laboratory Students acquire basic digital video production skills. Students will learn how to log and capture and edit digital video. Students learn the basics of Avid Media Composer to create narratives and commercial video content. Students learn how to compose titles and motion graphics and develop multiple audio tracks.

Website Design I lecture and laboratory Introduces students to Adobe Dreamweaver to create basic Web page layouts. Students learn the basics of HTML, CSS and Adobe Photoshop to prepare photography and create graphics for Websites. Emphasis is placed on technical proficiency, content development and design style. Basic Internet vocabulary and industry standards are covered.

Website Design II lecture and laboratory Studio course covers intermediate through advanced design and production methods for developing and publishing CSS Websites with Adobe Dreamweaver software. Students generate custom CSS code for Website and incorporate dynamic media into Web pages. Students learn how to generate dynamic content for Web pages with XML and acquire basic PHP scripting skills. Website promotion and SEO will also be explored.

2008-2009 **University of Rhode Island**, Kingston, Rhode Island

Adjunct Professor, Department of Art and Art History

Color Theory: Visual perception of color and manipulation of light as they pertain to 2D or 3D formulations.

2006-2010 **University of Rhode Island**, Kingston and Providence, Rhode Island

Adjunct Professor, Department of Art and Art History

Digital Art and Design I: Introduction to various digital technologies used in the production of fine art and applied design. Students gain the basic technical skills and theoretical knowledge of digital still imaging, animation, and interactive information design.

2009-2010 **Rhode Island School of Design**, Providence, Rhode Island

Adjunct Professor, Ceramic Department

Digital + Ceramic: Explores the possibilities of digital process-making for the purposes of ceramic artists. This class covers 3D technology, such as 3D modeling, animating, 3D scanning, and 3D printing.

2006-2010 **Rhode Island School of Design**, Providence, Rhode Island

Adjunct Professor, Continuing Education Department

3D Animation: An undergraduate-level animation class exploring concepts and techniques of animation using Maya software. Students learn 3D computer modeling and animation techniques, and use polygon and NURBS modeling to construct scenes. The scenes are then lighted and animated for output to video and digital media.

3D Modeling: A class exploring concepts and techniques of modeling using Maya software. Students learn 3D computer modeling techniques, using polygon and NURBS modeling to construct scenes. The scenes are then lighted for output to video and digital media.

3D Game Development: An undergraduate-level class exploring concepts and techniques of modeling and animation for game design. Students learn 3-D computer modeling and animation techniques using polygon modeling to develop characters and scenes. The scenes are then animated and loaded onto the Unreal game engine.

Digital Sculpture: Action Figure It Out: This class explores the history and practice of digital sculpture using 3D modeling and animation for the purposes of 3D printing. This class

offers a conceptual framework and technical foundation for the use of rapid prototyping as a medium in art and design.

DVD Studio Pro: Burn This! is a class in producing professional DVDs. Students learn to publish and distribute their work in a professional manner with DVD Studio Pro. Through hands-on projects and lectures, students learn to make interactive menus that grab the viewer's attention, mastering such special features as multiple video angles and audio tracks, slideshows, and Dolby Digital Surround Sound.

2006-2010 **Community College of Rhode Island**, Warwick, Rhode Island

Adjunct Professor, Art Department

Introduction to Visual Arts: An introduction to the basic principles of analyzing and understanding the visual arts. Vocabulary, techniques, and a brief history of art are covered with slide lectures, reading and discussion, studio art/design assignments, and gallery visits. This course is recommended as a visual art elective for non-art majors and as a liberal arts elective credit for art majors.

Digital Art I: This course explores electronic image-making as an effective means of artistic expression. Projects provide experience with image manipulation, video capture, montage and/or collage, color correction, retouching, and layout and design as applicable to the web and electronic media.

2006 **Massachusetts College of Art**, Boston, Massachusetts

Adjunct Professor, Dynamic Media Department

Fall 2006: **3D Animation:** A 3D modeling and animation class for graduate students taught within three sessions exploring concepts and techniques of animation using Maya software. Students learn 3D computer modeling and animation techniques, and use polygon and NURBS modeling to construct scenes. The scenes are then lighted and animated for output to video and digital media.

2006 **Rhode Island School of Design**, Providence, Rhode Island

Adjunct Professor, Digital + Media Department

Winter Session: **The Rapid Prototype in Art Process:** A graduate-level interdisciplinary class that offers a conceptual framework and technical foundation for the use of rapid prototyping as a medium in art and design. Taught Maya and Cinema 4D as part of this process.

2005 **Rhode Island School of Design**, Providence, Rhode Island

Instructor of Record, Art History of Department

Fall Semester: **Art and Architectural History 101:** Created lesson plans, writing, grading exams, and homework assignments.

2004 **University of California at Berkeley**, Berkeley, California

Teaching Assistant, Practice of Art Department

Spring 2004: In charge of grant writing, curated art show, oversaw advertisement and publicity, secured and prepared gallery space, installation, gallery sitting, documentation, wrote class schedule, set up electronic communication for class, and participated in class critiques.

2002 **Massey University**, Wellington, New Zealand

Noe Marae Guest Instructor, Māori Art Department

May 2002, Wananga Uku **Clay Workshop**: Taught ceramics within Māori cultural, philosophy, and history context.

TEACHING EXPERIENCE IN SECONDARY SCHOOLS AND ART CENTERS

2004 **Rhode Island School of Design**, Providence, Rhode Island

After School Instructor, Art Education Department

Hope High School: Worked with high school students to create autobiographical digital images and website.

1996–2004 **Studio One Art Center**, Oakland, California

Art Instructor

Jul 1996 to Aug 2004: Taught various 2D and 3D classes including black and white photography, mask making, drawing, painting, sculpture, and ceramics to children and adults.

1995–1999 **Richmond Art Center**, Richmond, California

Instructor, After School Enrichment Program

Oct 1995–Jun 1999: Taught various classes including mural painting, drawing, sculpture, and ceramics.

1995–1999 **Richmond Art Center**, Richmond, California

Instructor, Art10

Jun 1995 to Apr 1999: Taught various theme-based projects including Positive Images (mural and garden), Topiary Sculpture, Figure Drawing, and Sculpture to teenagers.

1995–1998 **Arts Elementary School**, Oakland, California

Art Instructor

Feb 1995–Jun 1998: Taught various classes including painting, drawing, sculpture, and ceramics.

1994 **Energy Art**, Oakland, California

Mural Instructor

Jul 1994–Aug 1994: Taught aspects of mural painting, which included both technique and different cultural perspectives, resulting in a community mural.

TEACHING COMPETENCY AND TECHNICAL SKILLS

Virtual and Augmented Reality Technologies, 3D Printers, 3D Scanners, 360-Degree

Cameras, PC VR Headsets including Valve Index and HTC Vive, Standalone VR Headsets including Meta Quest 2 and PicoNeo2, Haptic Interfaces

Modeling, Animation, and Game Design: Autodesk Maya, Autodesk 3D Max, Blender, Cinema 4D, Pixologic ZBrush, Adobe Substance 3D Painter, Adobe Animate, Adobe Character Animator, Adobe Aero, Unity Game Engine, Unreal Game Engine

Motion Capture: Autodesk Motion Builder and Kinect Xbox

Motion Graphics and Video Editing: Avid Media Composer, Final Cut Pro, Adobe After Effects, and Adobe Premiere Pro

Website: Adobe Dreamweaver and Adobe Animate

Programming: C#, MAX/MSP, HTML, and ActionScript

Imaging: Adobe Photoshop, Adobe Illustrator, and Adobe InDesign

UI/UX Design: Adobe XD

Virtual Reality Creative Apps: Tilt Brush, Quill, Adobe Medium, Gravity Sketch, Adobe Substance 3D Modeler

Hardware and Electronics: Basic Stamp Microcontroller, EZIO & TELEO Board, Basic Circuit and Board, Sensors, Motors, PC and Standalone VR Headsets, BHaptics, DSLR and Mirrorless Cameras, 360-Degree Cameras, GPS and FPV Drones, Green Screens, 3D Printers, 3D Scanners, and Wacom Cintiq

Sculpture: Mold Making (plaster, rubber, vacuum forming, and laser cutting), Clay (high/low fire, glazes, hand building, kiln), Laser Transfers, Photographic Decal Production, Direct Screen-Printing, Glass(casting), and Woodworking

Painting/Drawing: Acrylic, Oil, Watercolor, Pastels, and Color Pencil

Photography: Black and White and Digital

PROFESSIONAL EXPERIENCE

- 1999–2000 **Richmond Art Center** ART10 Program Coordinator, Richmond, California
Apr 1999–Aug 2000: Hired art instructors, recruited teens, and created curriculums; organized four orientations yearly for faculty, teens, and parents; curated annual art show; created Art10's Christmas art sale; and wrote grants.
- 2005–2009 **Rhode Island School of Design**, Head Rapid Prototype Technician, Digital + Media Department, Providence, Rhode Island
Responsible for running and maintaining 3D printers. Consult with students one-on-one to prepare their work to be 3D printed.
- 2005–2006 **Rhode Island School of Design**, Video Technician, Digital + Media and Glass Departments, Providence, Rhode Island
Responsible for videoing and editing guest lectures.
- 1996–2000 **Blue-Mar Creations**, Co-Founder, Designer Silk Screen Printer, Oakland California
Created and designed wear expressive of queer culture.

1994 **Energy Arts**, Production Assistant, Set Designer Assistant, Oakland, California
Assisted in the making of a project video.

1990–1991 **Artist Rug Collective**, Artist, Designer, Rug maker, New York, New York
Designed and made sculpture area rugs.

ARTIST TALKS/INTERVIEWS/PRESENTATIONS

2021 **CSUN, Entrepreneurship Speaker Series Virtual Panel Event**, Los Angeles, California
Guest Panelist Speaker

2021 **WIT Love Podcast, Women in Technology**, Ontario, Canada
Guest Speaker

2020 **Droppin' Jewelz Radio Show**, AltspaceVR, Los Angeles, California
Guest Speaker

2015 **Kindred Symposium, RISD Museum**, Providence, Rhode Island
Guest Panelist Speaker

2012 **International Symposium of Electronic Arts, New Mexico Museum**, Albuquerque, New Mexico
Guest Artist Talk

2009 **Museum of the African Diaspora**, San Francisco, California
Guest Artist Talk

2009 **Rhode Island School of Design**, Providence, Rhode Island
Guest Artist Talk

2006 **Z Corporation User Group Meeting**, Providence, Rhode Island
Guest Artist Digital Sculpture Talk

2006 **Rhode Island School of Design, 3D Foundation Studies**, Providence, Rhode Island
Guest Artist Digital Sculpture Talk

2002 **Contemporary Māori Visual Arts, Toimairangi**, Hastings, New Zealand
Guest Artist Slide Talk
Lectured on my art within an African American context examining the cultural similarities of art making in African American and Māori cultures.

EXHIBITIONS

2020 By Hand and By Machine, AltspaceVR, Virtual Reality

2016 Black Woman Is God, SOMArts Cultural Center: San Francisco, California

2016 Night Lights: San Francisco, California

2012 International Symposium of Electronic Arts, New Mexico Museum: Albuquerque, New Mexico

- 2009 For My People, Museum of the African Diaspora: San Francisco, California
 2009 URI Department of Art Faculty Exhibition, Fine Arts Main Gallery: Kingston, Rhode Island
 2007 Origin, Feinstein Gallery: Providence, Rhode Island
 2007 URI Department of Art Faculty Exhibition, Fine Arts Main Gallery: Kingston, Rhode Island
 2007 Summer Faculty Exhibition RISD, Woods-Gerry Gallery: Providence, Rhode Island
 2006 Plug and Play, Peerless: Providence, Rhode Island
 2006 Graduate Show, RISD Museum: Providence, Rhode Island
 2006 The Art of Couples, Bannister Gallery: Providence, Rhode Island
 2006 CAA Graduate Student Art Exhibition, MassArt, Boston, Massachusetts
 2006 Plug and Play, Sol Koeffler Gallery, RISD: Providence, Rhode Island
 2005 Pixilerations, Space at Alice: Providence, Rhode Island
 2005 Technotronic Technologies, Sol Koeffler Gallery, RISD: Providence, Rhode Island
 2004 Senior Show, Worth Ryder Gallery, University of California at Berkeley: Berkeley, California
 2004 California Conference for the Advancement of Ceramic Art, City Hall: Davis, California
 2004 WashOut, Wash House: Oakland, California
 2004, 2003 Dirt Show, Worth Ryder Gallery: Berkeley, California
 2004 Nexus Gallery: Berkeley, California
 2004, 2000 The Art of Living Black, Richmond Art Center: Richmond, California
 2002 Open House, Massey University: Wellington, New Zealand
 2000 Faculty Show, Richmond Art Center: Richmond, California
 2000 The National Black Fine Art Show, Tucker Building: Soho, New York
 1999 People of Recognition, Richmond Art Center: Richmond, California
 1999 Liquid Fire II, Luna Sea: San Francisco, California
 1998 Corn, Beans, Rice and Greens, Sun Gallery: Hayward, California
 1997 Artists in Schools Presents, Richmond Art Center: Richmond, California
 1996 It's All You, Women of Color Productions: San Francisco, California
 1996, 1995 ART10 Master Artists, Richmond Art Center: Richmond, California
 1995 Anonymous Arrangements, Richmond Art Center: Richmond, California
 1995 Harlen Street Women, Mural Project: Oakland, California

PRODUCTIONS

- 2018 VR Artist, Intimate Immersion, Wade in the Water Productions
 2014 Co-Director, *TransJourney*, Shifting Visions Film
 2009 Cinematographer, *Not Your Mama's Roller Derby*, Shifting Visions Film
 2008 2D Artist/Animator, *Super Feme*, Shifting Visions Film
 2007 3D Artist/Animator, *Domestic Movements*, Wade in the Water Productions

BOOKS

- ISEA2012 Albuquerque: Machine Wilderness* 2012 Exhibition catalog, Published by Radius Books, 2012
Shout Out: Women of Color Respond to Violence, Editors Maria Ochoa and Barbara K. Ige, Seal Press, 2008

PRESS REVIEWS/FEATURES

- 2012 516 *Arts & Partners*, "ISEA2012 Albuquerque: Machine Wilderness," Fall 2012
 2004 *San Francisco Bay View Newspaper*, "The Art of Living Black," March 2004
 2002 *Massey News*, "Working with Stone Technology"
 1999 *MESA (Mathematics Engineering Science Achievement Program) Statewide Newsletter*
 "Student Creates a Bright Future with Unique Mix of Engineering and Art," Fall 1999
 1999 *Laney Tower*, "Laney Student Helps Disabled Kids: CAMP MESA Student Shows off Skill and Ingenuity," October 21, 1999

ART COLLECTION

Sandy Besser, Specialist Collector in Ceramics

MEMBER OF VARIOUS COMMITTEES

Member of Black Faculty and Staff Association, co-founder, President 2020-2021
Member of Capstone Coordinator Committee
Member of Curriculum Development Regulation Council, CDRC
Member of Diversity, Equity, and Inclusion Committee
Member of Faculty Senate Committee and Representative
Member of Marymount California University President Search Committee
Member of Marymount California University President Transition Committee task force
Member of President Cabinet
Member of Provost Council
Chair Arts & Media Division
Chair Arts & Media Advising
Chair AM Special Project Meetings

PROFESSIONAL ORGANIZATION MEMBERSHIPS

Apple Teacher since 2022
Virtual World Society since 2021
Adobe Educator Leadership Program since 2020
Collage Art Association since 2003
Computer Graphics Society since 2006
SIGGRAPH since 2015
Board of Directors Member: Angels Gate Cultural Center from 2012-2018

HONORS/PRIZES/RESIDENCIES RECEIVED

2012	Intel Art Residencies, Albuquerque, NM
2005-2006	Catalyst Arts Fellowship, RISD
2003	Certificate of Excellence, UC Berkley Practice of Art Department
2002	Education Abroad Program Scholarship Award
2001	Math Engineering Achievement and Science Scholarship
2000	The Peralta Association of African American Affairs Scholarship
1999	Math Engineering Achievement and Science Program Service Award
1999	California Alliance Minority Participation Math Engineering Achievement and Science Fellowship Award
1998	Nia Collective Scholarship Recipient