



## **Cort Armstrong**

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### **OBJECTIVE**

To utilize my design and technical background within a dynamic, growing professional environment.

### **SKILLS**

- Possess excellent working knowledge of advertising/design and how to communicate to Fortune 1000 and other companies;
- Excellent understanding and work experience within an educational environment;
- Detail oriented, personable, dependable professional;
- Strong leadership ability.

### **HIGHLIGHTS**

- Acquisition and integration of 120 – G4 Macintosh computers from College of the Canyons as donations to Saugus High School and Palmdale High School.
- Lesson planning and implementation for grades 9-12 covering major software for print, web animation, broadcast design and VFX. Preparing traditional and electronic portfolios and interviews for graduating students to use in their job searches.

### **EXPERIENCE**

#### **Antelope Valley High School, Lancaster, CA 8/2011-Present**

Full-time teacher & VAPA Chair. Teaching Multi-Media, AP Studio Art and Yearbook, to grades 9-12. Work with CTE on Perkins grants and implemented new technology into classroom. Created relationships with Deutsch Advertising-LA and Digital Domain, to prepare students for employment in the Film and VFX industries.

#### **Palmdale High School, Palmdale, CA 8/2007-2011**

Full-time teacher. Teaching Visual Communications and Visual Imagery to grades 9-12. Work with ROP on Perkins grants and implemented new technology into classroom. Created relationship with Sony Pictures/Imageworks, Culver City, to prepare students for employment in the Film and VFX industries.

#### **Saugus High School, Saugus, CA 08/2005-5/2007**

Full-time teacher. Teaching graphic arts, video and digital animation to grades 9-12. Created the first class using Adobe After Effects for broadcast design. Created a relationship with College of the Canyons which ultimately resulted in the donation of computers for my classroom. Also taught silkscreening and offset printing.

#### **Signal Newspaper, Santa Clarita, CA 4/2004-8/2004 2019 to present**

Part-time art director and production artist. Responsibilities include design and production of advertising and client education of production processes.

**CA Productions, Los Angeles, CA [www.ca-productions.net](http://www.ca-productions.net) 1/2001- 3/2004**

Full-time art director and producer for a design company providing web and print design/production, animation and e-business for corporate marketing and advertising departments in the San Francisco & Los Angeles area. Partial Client list; McCann-Erickson Worldwide (Nestle account), Clearstone Venture Partners, Christopherson Home Builders & The Magazine of Santa Clarita,

**Academy of Art College, San Francisco, CA [www.academyart.edu](http://www.academyart.edu) 9/2002-12/2002**

Adjunct Professor. Taught digital tools classes primarily to first year students. Course covers the use of Quark Xpress, Adobe Illustrator and Photoshop with overviews on Imageready and Flash. Students are presented demonstrations of real-world design and production projects and then assigned to create their own projects solving clients needs and expectations.

A portfolio was created from the assignments allowing students to offer skills immediately to the market.

**Red Sky Interactive (Agency.com), San Francisco, CA [www.agency.com](http://www.agency.com) 3/99-4/99**

Produced the first flash animation for Michael Jordan's clothing line on [www.nike.com](http://www.nike.com). Implementation of their initial design and create the music and sound effects, plus track the users interactivity.

**MGM Interactive, Santa Monica, CA [www.mgm.com](http://www.mgm.com) 7/97-12/97 (Division of Metro-Goldwyn-Mayer Inc.)**

Producer for Cyberthug, a Sony playstation adventure game. Trained animators in the use of 3D software for level creation and texture mapping. Other responsibilities were to design and construct 3D environments and texture maps.

**Nichimen Graphics, Inc., Los Angeles, CA 6/96-7/97**

Full-time demonstration artist. Worked with sales staff in demonstrating N-World 3D animation software primarily to the game development community and trade shows worldwide including Cambridge, England-Sony Interactive. Trained customers in the use of the software.

**EDUCATION**

2008 Cal State Northridge Educational Leadership and Policy Studies Masters Degree Program. Masters Degree-Administration.

2008 UCLA Vocational Education Program. Voc Ed credential in Arts, Media and Entertainment.

2003-2005 Cal State Northridge Teacher Credential Program. Single subject credential in Art.

1987 University of Wisconsin, Madison, WI

Bachelor of Science Degree in Art. Emphasis in computergraphics

1983 Madison Area Technical College, Madison, WI. Associate Degree Commercial Art

**References**

Upon Request