

# Peter Gend

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CGI Specialist / Educator /Manager

## **Professional Experience Highlights:**

**California State University Los Angeles** July 2016 – Present

*Adjunct Faculty*

- Instructing and Designing Courses- 3D Computer Animation
- Mentoring and Advising Students in field of Computer Animation

**Mt. San Antonio Community Colleges** August 2016 – Present

*Adjunct Faculty*

- Instructing and Designing Courses- 3D Modeling and Digital Sculpture
- Mentoring and Advising Students in field of CGI.

**Pluralsight (Formerly Digital Tutors)** May 2014 – Present

*Content Creator / Instructor*

- Instructing courses in Animation, 3D Modeling, Compositing, and Dynamic Simulations
- Writing Courses and Curriculum for Creative Development
- Review and Critique Courses for other Creative Development Authors

**Pixl Visn Academy** Colonge, Germany September 2012 – Present

*Adjunct Instructor*

- Remotely instructor student in Visual Effects and Dynamic Simulations Courses
- Advise and Mentor Students in the field of Media Art

**UCLA Extension** Los Angeles, Ca. March 2016 – July 2016

*Adjunct Faculty*

- Instructed and Designed Course- Production of Visual effects
- Mentored and Advised Students in field of Visual Effects
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**The Art Institute of California – Hollywood** July 2015 – July 2016

*Academic Director of Media Arts*

- Oversee and manage all aspects of the Media Arts and Animation, Game Art and Design, Visual Game Programming, and Visual effects and Motion Graphics
- Oversee and manage Coordinator of Digital film, Audio Production and Photography
- Teach multiple courses per quarter.
- Manage over 40 Adjunct and Full Time Faculty including yearly reviews, class observations, managing and tracking faculty development, credentialing, schedule office hours, tracking and submitting payroll adjustments, holding departmental faculty meetings, faculty searches and hiring, managing instructor conflicts, scheduling substitutes, new faculty training and onboarding, user account requests and assignments, oversee course syllabi creation and submissions, track e-book and e-companion usage, faculty coaching, and workshop planning and scheduling.
- Advise, register, and oversee cohort of 550 Students in the Media Arts Department
- Responsible for Quarterly Institutional Effectiveness reporting for Media Arts programs.
- Create and Coordinate Quarterly schedule for 60-100 Class sections
- Responsible for roll out and management of new programs/ teach out of old programs.
- Run multiple Program Advisory Committee meetings yearly/participate on technology committee.
- Oversee and Managing Portfolio Programs
- Work with Career Services to place students/graduates, secure internships, and meet criteria of gainful employment criteria.
- Interview, evaluate and coach incoming students.
- Holding admission and other departmental training to advise in Media Arts programs.
- Managing Media Arts specific Facilities and Hardware as well as budgeting for repairs and maintenance.
- Oversee departmental compliance with WASC (Western Association of Schools) Accreditation
- Departmental Budgeting and Spending
- Act as liaison between faculty and student affairs for disabilities related matters.
- Tracking and meetings metrics for faculty performance, average registered credit, departmental growth, retention, course success initiatives, participating in continuing student review, tracking pre-requisite violations, and tracking pending graduates.
- Planning Student Events and Acquiring/Scheduling Guest Speakers, participating and administering open house activities, and new student orientation events.

**Nickelodeon (Brand Creative Division)** September 2015 – January 2016

***Freelance Artist***

- NDA Work using skillsets including Dynamic Simulations and 3D Modeling
- NDA Work related to 2016 Kid's Choice Awards

**Rochester Institute of Technology** Rochester, NY August 2014-June 2015

***Tenure Track Assistant Professor of 3D Digital Design***

- Designed and instructed multiple courses in the field of 3D Digital Design including anatomical sculpting, compositing, anatomical rigging, production planning, modeling, lighting, texturing, and dynamic simulations.
- Participated in faculty meetings.
- Participated in curriculum redesign.
- Created work and research related to tenure appointment.
- Mentored and advised students.

**Blizzard (Activision)** January 2014 – July 2014

***Contract Instructor***

- Instructed new and existing employees in Blizzard company pipeline
- Techniques taught including 3D Modeling, Texturing and UV Mapping.

**Look Effects** March 2013 – July 2014

***Freelance Artist (Feature Films)***

- Freelance Modeler and Digital Sculptor (Organic and Anatomical)
- Texturing and UV Mapping
- Rigging and Anatomical Setup

**WE3 Studios** August 2012 – January 2013

***Supervisor / CGI Artist***

- Managed team of 8 for feature film VFX
- Modeling and Digital Sculpting
- Lighting and Texturing

**Art Institute of California- Los Angeles**, January 2008 – July 2014

***Program Coordinator for Media Arts (January 2013 - July 2014)***

- Oversee and manage the Media Arts and Animation, Game Art and Design, Game Programming, and Visual Effects
- Teach multiple courses per quarter.
- Manage over 28 Adjunct and Full Time Faculty including yearly reviews, class observations, managing and tracking faculty development, schedule office hours, holding departmental faculty meetings, faculty searches and hiring, managing instructor conflicts, scheduling substitutes, user account requests and assignments, oversee course syllabi creation and submissions, track e-book and e-companion usage, faculty coaching, and workshop planning and scheduling.
- Advise, register, and oversee cohort of 340 Students
- Responsible for Quarterly Institutional Effectiveness reporting for Media Arts programs.
- Create and Coordinate Quarterly schedule
- Run multiple Program Advisory Committee meetings yearly/participate on technology committee.
- Oversee and Managing Portfolio Programs
- Work with Career Services to place students/graduates, secure internships, and meet criteria of gainful employment criteria.
- Interview, evaluate and coach incoming students.
- Oversee departmental compliance with WASC (Western Association of Schools) Accreditation
- Departmental Budgeting and Spending
- Tracking and meetings metrics for faculty performance, average registered credit, departmental growth, retention, course success initiatives, participating in continuing student review, tracking pre-requisite violations, and tracking pending graduates.
- Planning Student Events and Acquiring/Scheduling Guest Speakers, participating and administering open house activities, and new student orientation events.

***Full Time Instructor- Media Arts (January 2008 - December 2012)***

- Instructed courses in the Media Arts Programs
- Advised and mentored Students
- Oversaw animation portfolio program
- Member of the technology committee.
- Designed curriculum and coursework.

**UCLA Extension** Los Angeles, Ca. September 2008 – December 2008

***Adjunct Faculty***

- Instructed and Designed Course- Production of Visual effects
- Mentored and Advised Students in field of Visual Effects

**FilmRoman (Starz)** June 2004 – May 2008

***Lead CGI Artist***

- CGI Artist on over 40 feature Films and TV Shows
- Modeling/Sculpting/Lighting/Texturing/Rendering/Rigging/Scripting/Dynamics
- Lead CGI on “The Simpsons”

**Naked Sky Entertainment** January 2004 – March 2006

***CGI Artist***

- CGI Artist for Several Xbox Live releases
- CGI Artist for “The History Channel”
- Modeling, UV Generation, and Texturing

**Cobalt FX** September 2003 – April 2005

***CGI Artist***

- CGI Artist for Fox’s “The Fantastic Four”
- Modeling, UV Generation, and Texturing

**Additional Highlights:**

- **Comic Con 2016-** Panel Participant UCLA Extension Panel
- **Siggraph 2016-** Pluralsight Booth Presenter
- **Gilgia College-** Curriculum Design for Animation and VFX
- **All Roads Academy-** Curriculum Writing and Design for CGI Fields
- **Los Angeles Chamber of Commerce-** Volunteer for Education Fairs
- **Cinema Without Borders-** Animation and Visual Effects Editor
- **Ollies Animation Festival-** Volunteer and Assisted in Planning
- **ITALIAnimation Festival-** Volunteer and Assisted in Planning

**Formal Education:**

- **Academy of Art University** (79 New Montgomery St. San Francisco, CA 94105.)

**MFA- Animation and Visual Effects**

- **Art Institute of California- Los Angeles** (2900 31st Street, Santa Monica Ca.)

**Bachelors of Science- Media Arts and Animation**

**Additional Training and Certification:**

Rhythm and Hues- Faculty Training Certification June 2009

Side Effects Software Houdini Software: Training for Trainers December 2009

**Software Proficiencies:**

**Autodesk Maya**

**Pixologic Zbrush**

**Autodesk 3D Studio Max**

**Autodesk Mudbox**

**Adobe Photoshop**

**Adobe Illustrator**

**Adobe After Effects**

**The Foundry: NukeX**

**Adobe InDesign**

**Microsoft Excel**

**Microsoft Power Point**

**Microsoft Word**

**Skillsets:**

**3D Modeling**

**Digital Sculpting**

**3D Printing**

**Animation**

**Lighting**

**Texturing**

**Rendering**

**Rigging**

**Dynamic Simulations**

**Art Direction**

**Curriculum Design**

**Instructional Design**

**Program Management**

**Pipeline Development**

**Toy Design**