# Ty Carriere                                    tycarriere.com

**CURRICULUM VITAE**

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Student Work Password: **TysStudents**

**Objective**

My objective is to continue my passion of teaching and art. I offer my years of experience, creativity and work ethic to an institution that I can grow from both personally and professionally. My ambition is to teach people how to see things differently and create things they once thought were impossible.

**Abilities**

I've been teaching visual media for 16 years at a college as in the area of CG and Print art and web design. I'm also a mentor for the Met program in Sacramento to high school students. I use my years of experience of current industry techniques and contacts throughout the industry to better my classes with critiques from people from major companies.

**Teaching Philosophy**

My philosophy of teaching is patience and with positive support but professionalism and sternness when necessary. I believe in showing things 3 different ways. 1st by demonstration, 2nd by walking through the procedure with the technique and 3rd by analogy and discussion of real world application so that students understand concepts not just regurgitate them.

**SUMMARY of TECHNICAL QUALIFICATIONS**

Software Exp.:

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|---|---|---|
| Windows OS | 20+ years | Power user |
| Mac OS | 10 years | intermediate |
| Photoshop | 20 years | Digital Painting, Texturing, Composition, Image restoration, Concept work |
| Illustrator | 16 years | Logo Design, Layout, Illustrations, HUD Designs |
| Maya | 18 years | Modeling, Texturing, Shading Networks, Rendering, Animation, collision meshes, UVMapping, |
| Deep Paint 3D | 8 years | Character painting |
| MudBox | 6 year | Sculpting, Texturing, Normal, Displacement and Ambient Occlusion Map Creation |
| Unreal Engine 2, 3, 4 | 17 years | Level Editing, Effects, physics, emitters, Shaders, Visual Scripting, Lighting, |
| InDesign | 8 years | Layout, Design, Tutorial creation, text formatting |
| Acrobat | 12 years | PDF creation, Making docs print ready. PDF Tutorials |
| MS Office | 20 years | PowerPoint presentations, Spreadsheets, writing, APA formatted papers |
| Camtasia/Movavi | 8 years | Video capturing for tutorials |
| After Effects/Premiere | 5 year | Basic Editing, basic compositing, Motion Graphics, Green Screen, Chroma Keying |
| CrazyBump | 5 Years | Normal Map Generation and clean up |
| Substance Suite | 4 Year | Texture painting, Texture Creation, Presentation |
| 3 D Coat | 3 Years | Retopologizing |

## Acquired Skill Sets

| Applied VS Skill Sets | Programming | 2D Graphics | 3D Graphics |
|---|---|---|---|
| **Websites** | Limited HTML | Backgrounds, Dropdowns, Divisions, Text, Hovers, sliced layouts | Logos, Backgrounds, Images, renders |
| **Graphic Design** | n/a | Logos, PDF's, Layouts, Illustrations, Concepts, Digital Paintings , image restoration | Logos, Replicas, 3DText, Intros |
| **Modeling** | **n/a** | 3D Conversion Only | Hardsurface, organic, architectural, landscape, Environments, Retopologizing, |
| **Textures** | Node based, visual scripting in game engine | Photos, GUI's, Icons, hand painted, hand painted Height maps, | Materials networks, Texture Maps, Baking, Normal Maps, Displacement maps, AO, Embeded textures, lightmaps, Curvature maps, Roughness Maps, Metallic Maps, SSS |
| **Instructional Design** | | | |
| **Animation** | **Visual Scripting** | limited | Key Frame Animation, cycles, motion paths, triggered animations, Motion Graphics, Logo Animations, Intros |
| **Special Effects** | **n/a** | Gradients, Opacity Maps, Transparencies, sub uv images, emissive | In Engine Particle systems: Fire, Earth, Air, Water, Space,, smoke, mist, sparks, plasma, electricity, etc |
| **Game Design** | **Visual Scripting** | See above | Level Design, environment layout, game mechanics |
| **Game Mechanics** | **Visual Scripting through Blueprint** | | |

## Education

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|---|---|---|
| **2017** | MS in Instructional Design and Technology (exp. Grad 12/17) | Walden Univ.,Minneapolis, MN CA |
| **2005** | BA Animation and Visual Effects | Expression College, Emeryville CA |
| **1998** | Cert Computer Graphic Design | Platt College, San Francisco CA |
| **1998** | Cert Graphic Design | Platt College, San Francisco CA |
| **1995** | Traditional Art | San Francisco School of Art College, San Francisco CA |
| **1990** | Fine Art | Academy of Art, San Francisco CA |

## Employment History

**Ohlone College   Adjunct Professor Teaching Motion Graphics, Modeling, Animation (Hybrid Classes)**
Employed:  01/17 to present
Community College

## Responsibilities:

Classes and subjects taught: 3D Modeling and Animation, Motion Graphics.
Teaching basic animation principles and modeling using Maya. Teaching Kinetic Typography, Basic video editing, setting up 3 point lights, green screens and compositing. Develop curriculum for classes to have students more prepared for continuation colleges in the CG and video fields.

## Duties:

Create, teach and grade and manage courses. Public demonstrations. Write and record video for tutorials for classes. Research and learn new technologies as they come out. Working with our Admissions as well as the Marketing departments on how to advertise the school and programs. Creating and managing special events and contest that are program related. Creating videos for the online instruction portion of the course.

**Los Medanos College        Adjunct Professor Teaching Modeling and Animation**
Employed:   09/11 to present
Community College


**Responsibilities:**
Classes and subjects taught: Intro to Animation / 3D Modeling and Animation.
Teaching basic animation principles and modeling using Maya.  Develop curriculum for classes to have students more prepared for continuation colleges in the CG field.


**Duties:**
Create, teach and grade and manage courses. Public demonstrations. Write and record video for tutorials for classes. Research and learn new technologies as they come out. Working with our Admissions as well as the Marketing departments on how to advertise the school and programs. Creating and managing special events and contest that are program related.


**Rocky Mountain College of Art and Digital - Adjunct Professor Game Design**
Employed:   09/16 to present
Multi-media For Profit College

**Responsibilities:**
Classes and subjects taught: Game Shader Development and Lighting. Game Creation Fundamentals working in the Unreal 4 Engine, Teaching digital game art creation in modeling, texturing and lighting using Maya and the unreal 4 engine. Develop curriculum for classes to have students more prepared for continuation colleges in the CG field.

**Duties:**
Create, teach and grade and manage courses. Write and record video for tutorials for classes. Research and learn new technologies as they come out.


**Ex'pression College - Program Director of Game Art and Design**
Employed:   1/99 to 8/15
Multi-media For Profit College

**Responsibilities:**
Classes and subjects taught: Texture & lighting, Graphic Design, Game Level Production (level editing using Maya and the Unreal engine), Environment Design, Hard modeling, Normal mapping, orientate new students, manage instructors. Hire instructors. Staff training. GAD related events and tournaments. Working within the budget of the program to make sure we're on track. Making sure that we stay within the guidelines of our accreditation by working closely with the compliance department on regulations. Travel to conventions and further personal skills to teach to students and staff. Find and manage industry professionals for Program Advisory committee, Forecast trends based on input from industry contacts and experience.

**Duties:**
Create, teach, grade and manage courses. Public demonstrations. Write and record video for tutorials for classes. Research and learn new technologies as they come out. Working with our Admissions as well as the Marketing departments on how to advertise the school and programs. Creating and managing special events and contest that are program related. Putting together exhibits for conventions such as Game Developers Conference, Networking and keeping close ties to the industry.

**Digital Visual Media Group International – Chief Technology Director**
Employed:  01/14 to present
International High School Education Program teaching remotely

**Responsibilities:**
I'm a part of a distance learning program that teaches and assists high school students to create video games and gamification remotely. Our program connects with students all over the world and I've taught students from New Orleans, to New Mexico to Singapore. I also help promote higher education and colleges they can go to, to continue game design and art.

**Duties:**
Create, teach and grade and manage courses. Demonstrations. Write and record video for tutorials for classes. Research and learn new technologies as they come out.

**ASTRO VENTURE - General Manager/Advertising Designer**
Employed: 8/95  to  6/97
A Virtual Reality & Motion Simulator Studio at Fisherman's Wharf

Duties:
Supervising staff / Payroll and some accounting / Scheduling a large crew /Handling repairs of Virtual Reality computers, hardware and hydraulic equipment personally or hiring the appropriate people / Public Relations / Sales / Training new personnel / Design AD Campaign/ Merchandising / Store Design / Customer Service

**West Wind Martial Arts – 2nd Degree Black Belt Martial Arts Instructor**
Employed Volunteer: 8/16 to Present
Martial Arts School established in 1969

Duties:
Training students Bok-Fu (a mixed style of Karate, Kenpo and Kung-Fu), Teaching awareness, self-confidence, basic Chinese etiquette, continue training, maintain the school's integrity, participate demonstrations

**Freelance/Contract Experience**

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|---|---|
| **Intel Computers Internal Project** | **Lead Character Texture Artist and Advisor** |
| 3/05 – 6/05 | House of Tomorrow (internal project) |
| **Ames NASA Project** | **Art Lead / Lead Texture Artist** |
| 6/03 – 4/05 | Miranda-Educational Game Proposal |
| **Paravue Photoshop** | **Texturing Trainer and Consultation** |
| 10/06 – 4/07 | |
| **Sega of America** | **Research and Development** |
| 11/00 – 3/01 | working on Unreal Tournament |

**Additional Freelance Design / Fine Art Painting                                                    Traditional Art**
Painting using acrylic & watercolor through regular and airbrush mediums, figure Drawings,
Logo design, image restoration on damaged or old photos, Poster and ad designs
Examples are available

**Recognition, Achievements, Awards and Affiliations:**
>Instructor of the Year 2007 – Expression College
>Instructor of the Year 2005 – Expression College
>Favorite Instructor 2006 – Expression College
>Team Spirit Award 2002, 2003, 2004 – Expression College
>Learning Technologies and special recognition 2003-2005 – Ames NASA
>ACM Member
>Winner of a NAACP North California Art Contest – painting
>Special Assistance with the My Soul animation project nominated for an academy award
>Unreal Academic Partner
>E3 Industry Professional Alumni
>Bok-Fu 2$^{nd}$ Black Belt – Order of the Cobra
>Honorable Mention on Emmy Nominated "My Soul" Project

**Areas of Interest/hobbies:**
>Gamification
>Game Design
>Robotics
>Virtual and Augmented Reality
>Fine Art Painting in different mediums
>Martial Arts
>Computer Hardware
>Astronomy
>Games in Society

**References, Curriculum Examples and Portfolio Available Upon Request**