

## Terrence Masson - curriculum vitae - 2014

Executive Professor – Department of Art+Design  
College of Arts, Media & Design  
Northeastern University, Boston, MA 02115

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### EDUCATION

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- 1990 - 91     **Master of Fine Arts**, William Patterson University, Wayne, NJ  
Thesis : *CG101 – A Computer Graphics Industry Reference*  
Advisor : Professor David Haxton
- 1984 – 89     **Bachelor of Fine Arts**, University of Massachusetts – Lowell, MA  
Graphic Design Major; Art History Minor

### ACADEMIC EXPERIENCE

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- 2012 -         **Northeastern University** : Executive Professor  
Teaching in Art+Design (animation) and Media & Screen Studies (production),  
Focusing on interactive media and short film production.
- 2009 - 2012   **Northeastern University** : Associate Professor and Director of Creative Industries  
Founding Director providing vision, leadership and development of seven Game  
Design and Interactive Media combined majors and Creative Industries Minor,  
including 25 new or completely updated Game Design and Interactive Media  
undergraduate courses.
- 2008 -         **Northeastern University** : Senior Academic Specialist, Creative Industries.  
Teaching in Art+Design (animation and visual effects) and Creative Industries  
(Game Development and Interactive Media).
- 2001          **Ex'pression College for Digital Arts** : Visiting lecturer - Emeryville, CA  
Full time instructor for final project class with Maya-based short animated film  
as graduating requirement. Class size: 24 students, 13 week duration.

### PROFESSIONAL EXPERIENCE / Creative Industries

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- 2007 - 10     **ACM / SIGGRAPH** – Conference Chair  
*37<sup>th</sup> International Conference on Computer Graphics and Interactive Techniques*

Volunteer leadership role for the world's premier international conference with approximately 25,000 attendees. Specific duties included defining an overall vision, a Board of Director sub-committee and reporting structure, and day to day leadership for over 700 volunteers and contractors. Three years of volunteering included approximately 10 hours of email and phone calls per week, plus an average of 2 travel days per month to planning meetings.

- 2006            **ACM / SIGGRAPH** – Computer Animation Festival Chair  
33<sup>rd</sup> *International Conference on Computer Graphics and Interactive Techniques*  
Executive Producer and Director of the world's premier computer animation festival. Recruited and Chaired a Jury, curated and edited final Electronic Theater and Animation Theaters content of approximated 90 works. Designed and Produced the “World's Largest Etch-A-Sketch” pre-show with Cinematrix ( Loren and Rachel Carpenter ).
- 2006            **Crest Animation Studios** : Creative Director and Line Producer. Mumbai India  
Developed start up feature animated film production pipeline and creative standards, supervising overall staff of several hundred.
- 2005 – 06      **Technicolor** : Visual Effects Supervisor. Toronto, Canada  
On set supervision of multiple live action episodic television series.
- 2004 – 05      **Meteor Studios** : CG Supervisor Fantastic Four. Montreal, Canada  
For the live action Fantastic Four visual effects film I developed, optimized and supervised the pipeline for and team of 60 artists, animators and TDs from modeling through shading, lighting and compositing.
- 2003 – 04      **Dreamworks SKG** : Head of Layout (pre-production) LA, CA  
For Dreamworks Animation as pre-production Head of Layout on *Flushed Away* (an Aardman feature film project) I evaluated software tools and established procedural pipeline standards for their previously 2D experienced production environment. This experience was in collaboration with the film's Directors, Production Designer and Jeffrey Katzenberg.
- 2003            **C.O.R.E. Feature Animation** : Director of Photography. Toronto, CA  
Consulting at C.O.R.E. Feature Animation as pre-production Director of Photography I establishing camera and lighting standards and procedures, staffed the 35 person lighting department for the Disney backed feature length animated film, *The Wild*.
- 2000 -            **Kleiser Walczak Construction Company** : Visual Effects Supervisor, LA, CA  
Live action visual effects and animation production on video game, commercial and feature film projects, including tests for Tom Cruise's *The Last Samurai*.

- 2000 – 02     **Ronin Entertainment** : Director of Development. Novato, CA  
Creative Lead and Co-Writer of *Bruce Lee* Xbox launch title. Responsibilities included budgeting, staffing, outsourcing, supervising all camera, lighting, level design, asset creation and animation.
- 1996 – 00     **Industrial Light + Magic** : CG Sequence Supervisor. San Rafael, CA  
Senior Technical Director; Shading, lighting and compositing for feature film and commercial divisions; combining technical, creative and personnel supervision.
- 1996           **South Park** ( Television series ) LA, CA  
Single handedly developed the very first digital character animation and production techniques for *South Park* the television series.
- 1995 – 96     **Sony Pictures High Definition Center** : Visual Effects Supervisor. Burbank, CA  
Developed new stereo HD rendering procedures and supervised department staff.
- 1995           **Sony Pictures Imageworks** : Animation R&D Consultant. LA, CA  
Evaluated in-house and commercial software for feature film *Anaconda*.
- 1995           **SimEx Digital Studios** : Digital/Visual Effects Supervisor. LA, CA  
Staffed, built and supervised start-up studio for special venue large format projects.
- 1994           **Warner Brothers Imaging Technology** : Computer Graphics Supervisor. LA, CA  
As founding CG Supervisor, I built a new digital animation and visual effects department, designed and supervised multiple feature film projects including shot planning and previsualization with John Dykstra and Richard Yuricich.
- 1993 – 94     **Digital Domain** : Senior Technical Director & Digital Artist. Venice, CA  
Founding TD, scripting, lighting and compositing on company's first feature film and commercial projects.
- 1992 – 93     **The Trumbull Company** ; Image Engineering Supervisor. Lenox, MA  
Built and supervised previsualization and shot-planning department to integrate Art Dept., Model Shop, rapid prototyping, motion control and 3D CG departments working directly with Doug Trumbull.
- 1991           **Industrial Light + Magic** ; Computer Graphics Artist. San Rafael, CA  
Technical Assistant, 2D effects animation, wire removal and R&D.

1990            **National Boston Video Center** : 3D animator. Boston, MA

1990's         **National Institute for Standards and Technology**  
Expert consultant for digital video graphics

## **VIDEO GAMES**

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2003 *Midnight Club II* ; Rockstar / Charlex. New York, NY  
Senior Visual Effects and Animation Technical Director

2003 *Batman Dark Tomorrow* ; Nintendo / Kemco. SF, CA  
Senior Visual Effects Supervisor (worldwide )

2002 *Alter Echo* ; THQ / Kleiser Walczak. North Adams, MA  
Visual Effects Supervisor

2002 *Sim City 4*; Maxis ( Electronic Arts ) / Digital Fauxtography. SF, CA  
Creative Director and Executive Producer, Digital Fauxtography

2001 *Bruce Lee* ; Universal, Microsoft / Ronen Entertainment. SF, CA  
Creative Lead, cinematography, co-writer

1994 *Cyberia2* ; Xatrix Studios. LA, CA  
Visual Effects and Animation Technical Director

## **FEATURE FILMS**

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Unless otherwise noted, all work performed is hands-on lighting, shading, animation, and compositing with in-house and commercial software.

*\*denotes Oscar nominated film for "Best Visual Effects"*

*\*\*denotes Oscar winning film for "Best Visual Effects"*

2004 *Fantastic Four* ; Computer Graphics Supervisor at Meteor Studios  
Twentieth Century Fox

1999 *Star Wars Episode 1: The Phantom Menace\** ; Sequence Supervisor at Industrial Light + Magic  
Lucasfilm Ltd. & Twentieth Century Fox

1999 *Small Soldiers* ; Senior Technical Director at Industrial Light + Magic  
Universal Pictures, Dreamworks & Amblin Entertainment

1997 *Spawn* ; Senior Technical Director at Industrial Light + Magic ( ILM )

New Line Cinema

- 1997 *Titanic\*\** ; Senior Technical Director at ILM  
Twentieth Century Fox & Paramount Pictures
  
- 1997 *Return Of The Jedi/Special Edition* ; Technical Director at ILM  
Lucasfilm Ltd. & Twentieth Century Fox
  
- 1996 *The Empire Strikes Back/Special Edition* ; Technical Director at ILM  
Lucasfilm Ltd. & Twentieth Century Fox
  
- 1996 *Lord Protector: The Dark Mist* ; Visual Effects Supervisor  
Alpine Pictures
  
- 1996 *Anaconda* ; Animation R&D consultant, Sony Pictures Imageworks  
Columbia Pictures
  
- 1996 *Cutthroat Island* ; 2D effects animation, Digital Fauxtography  
Carolco Pictures, Canal +
  
- 1995 *Mars Odyssey* (ride film) ; Cinematographer & Visual Effects Supervisor  
Simex Digital Studios
  
- 1995 *Batman Forever* ; Opening title sequence, Digital Fauxtography  
Warner Bros. Pictures
  
- 1995 *Batman Forever* ; Shot planning & previsualization; Warner Brothers Studios  
Warner Bros. Pictures
  
- 1994 *Judge Dredd* ; Courtroom Lawgiver and 3-D map sequences, Digital Fauxtography  
Hollywood Pictures, Cinergi Pictures
  
- 1994 *Dark Territory/Under Siege Two* ; Digital Fauxtography Contract  
Warner Bros. Pictures
  
- 1994 *Woodstock-25th Anniversary* ; Restoration work for Warner Brothers Studios  
Warner Bros. Pictures
  
- 1993 *True Lies\** ; Senior Technical Director at Digital Domain  
Twentieth Century Fox, Lightstorm Entertainment
  
- 1993 *Interview With The Vampire* ; Senior Technical Director at Digital Domain  
Geffen Pictures, Warner Bros. Pictures
  
- 1993 *Color of Night* ; Senior Technical Director at Digital Domain  
Hollywood Pictures, Cinergi Pictures

1993 *Luxor* (ride film) ; Image Engineering Supervisor  
The Trumbull Co.

1991 *Hook\** ; Computer Graphics Animator and Technical Assistant at ILM  
Amblin Entertainment, TriStar Pictures

### **SHORT ANIMATED FILMS – awards & juried screenings**

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2015 *Café du Destin* : Producer & Co-writer  
( currently in post-production )

2010 *The Fantastic Flying Books of Mr. Morris Lessmore* : Consulting Producer\*  
- 2012 Academy Award for best short animated film  
-SIGGRAPH 2011 Computer Animation Festival - “Best of Show”  
-Palm Springs International Film Fest – “Audience Award”  
\*Special thanks screen credit

1998 *Bunkie & Booboo* : Designer & Director  
-First place winner: The World Animation Celebration  
    "Best 3D/Effects Animation by an Independent"  
-Featured in the 1998 SIGGRAPH Animation Festival and SIGKids Theaters  
-Featured in the new DVD/VHS release “Little Bytes” presented by Odyssey Productions  
-Selected for the 1999 Mill Valley Film Festival: Sat. Oct 16, 1999  
-Selected for the Hollywood Shorts monthly film series. (Sunday Sept.12th 1999)  
-Screened at Sausalito Arts Festival Sept. 4-6, 1999.  
-Featured in Visual Fantasy: The World of Computer Graphics 1999  
    Machida City Museum of Graphic Arts, Tokyo  
-Film debut at the Sonoma Valley Film Festival 1998  
-Featured in NICOGRAPH98 CG Film Show Nov. 25th-27th 1998

1991 *Paranoimia* : Designer & Director  
- Featured in the 1991 Mill Valley Film Festival, CA

### **AWARDS - personal**

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2011 **Outstanding professor** - Sigma Delta Tau Sorority  
Monday, April 11th from 12:30 - 2 PM in Curry Student Center

1999 **Francis Cabot Lowell Fine Arts Young Alumni Award**  
University of Massachusetts Lowell, MA

Given each year to alumni, faculty and staff who honor the values of both the university and the city of Lowell.

## **PUBLICATIONS & WRITING**

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- 2011 Masson, Terrence, senior ed. – *Leonardo Electronic Almanac* : “LEA – Rekindled” ( online special edition series ) <http://leoalmanac.org>  
San Francisco, CA : MIT Press, Leonardo/ISAST
- 2010 Masson, Terrence, ed. - *Multimedia Artist and Animator*  
Chicago, IL : Editorial Directions Press.
- 2006 Masson, Terrence. *CG 101: A Computer Graphics Industry Reference* ( 2<sup>nd</sup> Edition )  
Williamstown, MA: Digital Fauxtography.
- 2002 Masson, Terrence and Hoessli, Sean - *Bruce Lee: Quest of the Dragon*  
Los Angeles, CA : Universal Studios.  
Commissioned script for Xbox gaming console launch title.
- 1998 – 02 Masson, Terrence - contributing writer – multiple articles  
[www.vfxpro.com](http://www.vfxpro.com) “For the Visual Effects Community”  
Covering visual effect technology and creativity ( no longer available online )
- 1999 Masson, Terrence. *Opportunities in Animation; Demo Reel Tips*  
Animation Magazine, April, 25-28.
- 1997 Masson, Terrence - *CG 101: A Computer Graphics Industry Reference*  
New York, NY : New Riders / Pearson Education. [www.cg101.com](http://www.cg101.com)

## **PRESENTATIONS**

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International Conferences - refereed

- 2013 **ISEA – 18<sup>th</sup> International Symposium of Electronic Art** – Sydney, Australia  
June 13<sup>th</sup> to 15<sup>th</sup>  
“Collaboration and Resistance : The History (and future) of Computer Graphics”
- 2011 **DigiFest International Digital Media Festival** – Toronto, Canada  
October 27<sup>th</sup>  
“Creative Industries: Collaborations in Films Games and Academia”
- 2011 **ISEA – 17<sup>th</sup> International Symposium of Electronic Art** - Istanbul, Turkey

September 14-21<sup>st</sup> - Keynote  
“Creative Industries: Collaborations in Films Games and Academia”

2008 **SIGGRAPH Conference** - Los Angeles, CA  
*35<sup>th</sup> International Conference on Computer Graphics and Interactive Techniques*  
August - Presenting “35 Years of Computer Graphics: The Game Show!”

International Conferences - invited

2013 **MIAF** – Melbourne, Australia; June 22<sup>nd</sup> to 25<sup>th</sup>  
International Animation Festival Keynote : A History of Computer Graphics

2011 **fmX/13** - Stuttgart, Germany; May 3-6<sup>th</sup>  
18th International Conference on Animation, Effects, Games and Interactive Media  
Master of Ceremonies & “Visual Communication Summit” panel member

2012 **y4IT** – Manila, Philippines  
10<sup>th</sup> International Workshop on Networking Issues in Multimedia Entertainment  
September 10-15<sup>th</sup> – three lectures on Collaboration and the Creative Industries

2012 **Beijing DeTao Masters Academy** – Shanghai, China  
Invited “Master” of animation, visual effects and creative industries to advise major new  
Academic campus development including curriculum, IT and business plan.

2011 **NIME’11** - Maui, Hawaii  
7<sup>th</sup> International Workshop on Networking Issues in Multimedia Entertainment  
July 31<sup>st</sup> – Keynote

2011 **fmX/11** - Stuttgart, Germany  
16th International Conference on Animation, Effects, Games and Interactive Media  
May 3-6<sup>th</sup> – Master of Ceremonies – Visual Effects and Animation track

2011 **Mundos Digitales** - A Coruña. Spain  
10<sup>th</sup> Conference on Animation, VFX & Digital Architecture  
July 6-9<sup>th</sup> – Conference Keynote speaker “*Collaboration & Innovation*”

2010 **4<sup>th</sup> Annual Montreal International Game Summit** - Montreal, Canada  
Nov. 8<sup>th</sup> – Lecture: “*Creative Industries : Interdisciplinary Collaboration*”

2010 **VIEW | 11th International Computer Graphics Conference** - Torino, Italy  
Oct.28<sup>th</sup> – Lecture: “*Creative Industries : Interdisciplinary Collaboration*”

2010 **fmX/10** - Stuttgart, Germany  
15th International Conference on Animation, Effects, Games and Interactive Media  
May 4-7<sup>th</sup> – Presenting : “*The People behind the Pixels: SIGGRAPH 2010*”



- 2009 **Animex : 10<sup>th</sup> International Festival of Animation and Computer Games** – UK  
Nov/Dec – Invited judge
- 2009 **MIT New England Games SIG forum series** - Cambridge, MA  
Microsoft New England Research & Development Center  
Oct.20<sup>th</sup> – *“The State of the State: Video Games in Massachusetts”*
- 2008 **27<sup>th</sup> Annual ANIMA Brussels Animation Festival** - Brussels, Belgium  
February - *The SIGGRAPH Animation Festival selection process, and  
A Brief History of Computer Graphics: From the 1940’s to tomorrow.*
- 2007 **fmX/07** - Stuttgart, Germany  
12th International Conference on Animation, Effects, Games and Interactive Media  
May - *The SIGGRAPH Animation Festival selection process, and  
A Brief History of Computer Graphics: From the 1940’s to tomorrow.*
- 2006 **Graphite** - Kuala Lumpur Malaysia  
4<sup>th</sup> International Conference on Computer Graphics and Interactive Techniques  
Nov.29<sup>th</sup> - Dec.2<sup>nd</sup> – Conference Keynote speaker  
*“The Top 5 Things That Will Doom Your Animation Production”*
- 2006 **fmX/06** - Stuttgart, Germany  
11th International Conference on Animation, Effects, Games and Interactive Media  
Summer – Lectures : *“How To Get Your Animated Short Rejected: Focus on excellence  
in story, editing, art direction, acting and cinematography”* and *“The SIGGRAPH  
Animation Festival selection process”*
- 2000 **3D Festival “International Forum for 3D Graphics”** - Copenhagen, Denmark  
October – Lecture on digital visual effects and animation techniques
- 2000 **15<sup>th</sup> Annual World Animation Celebration** – LA, CA  
May - Panel Speaker : *“How to prepare to get a job in animation”*
- 2000 **3D Conference & Expo** - Santa Clara, CA  
May – Lecture : *“How to Enter the Computer Graphics Industry”*
- 1999 **Film & Media Exchange – ( fmX/99 )** – Stuttgart, Germany  
May - Keynote Speaker *“The History of Computer Graphics”*.

Academic – invited guest lecturer

- 2014 **Tecnológico de Monterrey** – Guadalajara, Mexico; November 21<sup>st</sup> to 25<sup>th</sup>  
ACM Student Chapter : Convergence and Collaboration in the Creative Industries
- 2013 **RMIT University** – Melbourne, Australia; June 24<sup>th</sup>

Creative Industries : Convergence and Collaboration in Production and Academia

- 2013 **Newcastle University** – Newcastle, Australia; June 14th  
Creative Industries : Revolution, Excellence and Agility
- 2010 **Università di Firenze** –Firenze, Italy  
May 15th - Dipartimento di Sistemi e Informatica
- 2010 **New Academy Of Fine Art (NABA)** - Milano, Italy  
May 11th – Masters program students
- 2007 **New York University** – New York, NY
- 2006 **Pratt Institute** - Brooklyn, NY
- 2005 **Pratt Institute** - Brooklyn, NY
- 2003 **Purdue University** – West Lafayette, IN  
April 4<sup>th</sup> - Spring Banquet Guest Speaker
- 2002 **Purdue University** – West Lafayette, IN  
Oct. 13th-16th - PICET Speaker on Digital Cinema and Cinematography.
- 2001 **University California / Berkeley** – Berkeley, CA  
Advanced Computer-Aided Rendering and Animation
- 2001 **Expression Center for New Media** – Emeryville, CA  
Sept. 6<sup>th</sup> – “How to prepare for a job in the CG industry”
- 2000 **SIGGRAPH** - San Francisco Chapter, CA  
April 26<sup>th</sup> - Education Seminar
- 2000 **Swarthmore College** – Swarthmore. PA
- 2000 **SIGGRAPH / San Francisco Chapter**  
Sept. 30<sup>th</sup> - Education Seminar
- 1999 **Purdue University** – West Lafayette, IN

National Conferences and Lectures - invited

- 2014 **CGAMESUSA** - 19<sup>th</sup> Annual Conference on Computer Games, Louisville, Kentucky  
July 28<sup>th</sup> - 30<sup>th</sup>, 2014 – Keynote Speaker *“The History and Future of Animation”*

- 2012 **Game Culture vs. History.** swissnex, Cambridge, MA  
Oct.10<sup>th</sup>, 2012 - *"Game Art, Creative Industries and CG101"*
- 2012 **Distinguished Lecture Series.** MIT – Lincoln Laboratory, Lexington, MA  
Aug.2<sup>nd</sup>, 2012 - *"Entertainment and Innovation: Special Effects and Movie Magic"*
- 2011 **Game Education Summit.** Digipen Campus, Redmond, WA  
Forthcoming. Aug 24-25<sup>th</sup> - *"Game Design curriculum at Northeastern Univ Pt2."*
- 2010 **Global Entrepreneurship Week** - Boston, MA  
Nov.16<sup>th</sup> – Panelist "Challenges for Entrepreneurs in the Electronic Games Industry"
- 2010 **Global Entrepreneurship Week** - Boston, MA  
Nov.16<sup>th</sup> - Moderator "Digital Gaming & Digital Worlds: Not your father's Commodore 64"
- 2010 **PoweredUp Conference** - Boston, MA  
Oct.14<sup>th</sup> – Keynote
- 2010 **37th Annual ACM/SIGGRAPH Conference** - LA, CA  
July 25-29<sup>th</sup> - Opening Address - Conference Chair
- 2010 **Boston Museum of Science** – Boston, MA  
Jan.27<sup>th</sup> – invited lecture :*"Living in a CG World"*
- 2009 **Global Entrepreneurship Week** - Boston, MA  
Nov.17<sup>th</sup> - Moderator *"Making Your Name in a Changing Gaming Industry"*
- 2009 **Microsoft New England Research & Development Center** - Cambridge, MA  
Oct.20<sup>th</sup> - Guest Speaker: *"The State of the State: Video Games in Massachusetts"*
- 2009 **Game Education Summit.** Carnegie Mellon Univ.'s ETC, Pittsburg, PA  
June 16 -17<sup>th</sup> - *"Building a Game Design curriculum at Northeastern Univ."*
- 2008 **Global Entrepreneurship Week** - Boston, MA  
Nov.17-21<sup>st</sup> - Moderator *"Digital Media's Leaders and Their Ideas"*
- 2008 **Global Entrepreneurship Week** - Boston, MA  
Nov.17-21<sup>st</sup> - Panelist *"Creative Industries and the Global Economy"*
- 2008 **CgAM2008: Global Conference for Advertising and Marketing Professionals** - LA, CA  
March - *Invited moderator and co-host (with Barbara Robertson).*
- 2007 **FM Global Research Group** – Norwood, MA  
July 20<sup>th</sup> – *"Blow It Up and Burn It! (But not for real)"* : How Hollywood has developed both practical special effects and digital visual effects to simulate very realistic pyrotechnics.

- 2007 **IIFF (Institute for Independent Film Financing)** – NY, NY  
March 15<sup>th</sup> “*Evolving Trends & Emerging Opportunities for Filmmakers & Financiers*”
- 2007 **Northeastern University** – Boston, MA  
Feb 26<sup>th</sup> - 2006 SIGGRAPH Electronic Theater and animation production discussion
- 2006 **Pixar Animation Studios** – Emeryville, CA  
October 30<sup>th</sup> - Presenting the 2006 Electronic Theater.
- 2006 **Walt Disney Feature Animation** – LA, CA  
September - Presenting the 2006 Electronic Theater
- 2001 **SIGGRAPH / San Francisco Chapter**  
Oct.30<sup>th</sup> - *A Night Inside Computer Games: Game Design*. Discussed game design and its influence on animation requirements. Highlighted technical limitations and game-play fundamentals
- 2001 **Purdue University** – West Lafayette, IN  
Oct. 8<sup>th</sup> - PICET Conference Speaker
- 2000 **Imagine Con 2000** - Virginia Beach, Virginia.  
April 20<sup>th</sup> -23<sup>rd</sup> : “FX Guest of Honor”
- 2000 **Purdue University** – West Lafayette, IN  
May 31<sup>st</sup> – Spring Banquet Guest Speaker
- 1999 **Director’s Guild of America (DGA)** – LA, CA  
Oct.- “*Improving Communication between VFX and Production*”  
Fellow panelists included Visual Effects Supervisors John Dykstra and John Bruno.
- 1999 **ASIFA ( International Animated Film Society )** – SF, CA  
November 9<sup>th</sup> – Presenter, Career nights at the Exploritorium
- 1999 **Lawrence Livermore Labs** – Livermore, CA  
Feb. - “Science On Saturday” lecture series. ILM’s “The Digital Creature Feature”
- 1998 **World Summit for Feature Films and Visual Effects** – LA, CA  
March - Invited panelist with Directors Eric Armstrong and Henry Selick
- 1996 **SIGGRAPH / Los Angeles Chapter**  
March – Guest panel speaker on independent animation
- 1996 **Alias | Wavefront** – LA, CA  
June 6<sup>th</sup> – Featured speaker presenting past work

## MEDIA APPEARANCES

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- 2012 **History Channel : *Ancient Aliens*** - Los Angeles, CA  
Spring season - On camera image analysis expert; Leonardo da Vinci iconography
- 2011 **IEEE Spectrum Magazine** –  
Interview by Andrew Ryan; published May 31<sup>st</sup>
- 2011 **Escapist Magazine** –  
Interview by Mark Anderson; published July 27<sup>th</sup>
- 2010 **Forbes Magazine** – *How Avatar’s Sequel will go Underwater*  
Interview by Wendy Tanaka; published online Nov. 2<sup>nd</sup>
- 2010 **Into Tomorrow Radio Network** – LA, CA  
On air, July 26<sup>th</sup> , *interview about SIGGRAPH 2010*
- 2010 **Mass High Tech: The Journal of New England Technology** – Boston, MA  
Interview published June 21<sup>st</sup> , *Creative Economy in MA*
- 2010 **CBS Evening News** - “*University degrees in digital game design and development*”  
Interview on air Feb.1<sup>st</sup>
- 2010 **New England Cable News** – Boston, MA  
Interview on air Jan.11<sup>th</sup> , *Inside Avatar Technology*
- 2009 **ABC News** “*Ahead of the Curve*” – Washington, DC  
July - On camera interview; Discussing and promoting the 2009 SIGGRAPH Conference
- 2009 **History Channel : *UFO Hunters / Season 3*** - Los Angeles, CA  
Spring season - On camera image analysis expert ... multiple episodes
- 2009 **WGBH** – Boston, MA  
June 9<sup>th</sup> – “*One Guest*” program  
Talking about working on *Star Wars* and the History Channel's *UFO Hunters*.
- 2009 **Forbes Magazine** – *Our Digital Life: Animation Nation*  
Interview by Wendy Tanaka; published online May 7<sup>th</sup>
- 2009 **VFX World** – *A Closer Look at UFO Hunters*  
Interview by Bill Desowitz; published online May 13<sup>th</sup>
- 2008 **History Channel : *UFO Hunters / Season 2*** - Los Angeles, CA

Fall season - On camera image analysis expert ... multiple episodes

- 2000 **Barnes & Noble** - Fremont, CA.  
Feb.25<sup>th</sup> – “CG 101” book signing and public lecture
- 1999 **Borders** – San Rafael, CA.  
November 4<sup>th</sup> – “CG 101” book signing and public lecture
- 1999 **Joel Seigels Inside Hollywood Oscar Special (3/18/99)**  
Presenting Star Wars Special Edition work
- 1998 **SHOTS Magazine** (November issue #49): ILM's Terrence Masson - profile.  
The commercial design industry's premier magazine.
- 1997 **Good Morning America**: George Lucas interview with Joel Seigel  
Presenting Empire Strikes Back: Special Edition work

#### **SERVICE – academic**

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Northeastern University Committees

- 2013 - **Head of Animation** - *Department of Art+Design*
- 2011 - **Senate Committee on Information Technology and Policy** - *Member*
- 2011 -12 **Digital Media Commons Leadership Committee** - *Member*
- 2011 **Research Expo** – *Judge*  
Invited by Provost office
- 2011 **Research & Scholarly Task Force** – *Chair*  
College of Arts, Media and Design, long term planning
- 2010 **Information Services Academic Advisory Committee** - *Member*
- 2010 **Humanities Center : Artist and Practitioners in Residence Committee** – *Chair*
- 2010 **Search Committee** – *Chair*  
Joint College of Arts, Media and Design / College of Computer and Information  
Science tenure track hire in Game Design & Interactive Media
- 2010 **Northeastern Entertainment System Club** – Faculty Advisor
- 2009 **Library “Vision” Committee** - *Member*

- 2009      **International Game Developers Association ( IGDA )**  
Northeastern Game Development Club – Faculty Advisor
- 2008 -      **Creative Industries Steering Committee – Chair**  
The Director of Creative Industries provides leadership and vision toward making Northeastern University’s Creative Industries Programs a focus of technologically creative activity, and a destination for industry initiatives.
- 2002      **The Art Institutes International** : National Curriculum Panel member.  
Advised on national level curriculum restructuring; Focus on instituting a new interactive video game program; including animation tools, techniques and relevance to other existing courses; also guest speaker and portfolio reviewing.

### **SERVICE – professional**

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- 2013 -      **ACM / SIGGRAPH – Outstanding Service Award Chair**  
Four year appointment recruiting and Chairing for this annual award honoring volunteers to the SIGGRAPH Organization and Conference.
- 2012      **PromaxBDA – Creative Educators Steering Committee**  
PromaxBDA leads the global community of those passionately engaged in the marketing of television and video content on all platforms, inspiring creativity, driving innovation and honoring excellence.
- 2007 - 12      **ACM / SIGGRAPH – Conference Advisory Group**  
*International Conference on Computer Graphics and Interactive Techniques*  
Continuing advisory role to future Conference Chairs and for overall direction and priorities for the SIGGRAPH Conference.
- 2008 -      **CreateBoston Mayoral Game Industry Steering Committee - Boston, MA**  
Founding member of advisory board to the Boston Redevelopment Authority on matters of game development in the greater Boston area.
- 2008 -      **Producers Guild of America – PGA-East Advisory Council Member**  
Appointed to represent the New England Region.  
Work consists of a monthly 2 hour conference call plus prep and follow up time.
- 2008 -      **FMX - Stuttgart, Germany - Advisory Board Member**  
*International Conference on Animation, Effects, Games and Digital Media.*
- 1995      **ACM / SIGGRAPH - Interactive Entertainment Technical Director.**

## MEMBERSHIPS

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- 2007 - **Producers Guild of America**  
The Producers Guild of America is the non-profit trade group that represents, protects and promotes the interests of all members of the producing team in film, television and new media. The PGA has over 4,000 members who work together to protect and improve their careers, the industry and community by providing members health benefits, enforcing workplace labor laws, the creation of fair and impartial standards for the awarding of producing credits, as well as other education and advocacy efforts. The PGA hosts important industry events including the annual PGA Awards and the Produced By Conference
- 1998 - **Visual Effects Society**  
The Visual Effects Society (VES) is the entertainment industry's only organization representing the full breadth of visual effects practitioners including artists, technologists, model makers, educators, studio leaders, supervisors, PR/marketing specialists and producers in all areas of entertainment from film, television and commercials to music videos and games. Comprised of a diverse group of more than 2,000 members in 20 countries, the VES strives to enrich and educate its own members and members of the entertainment community at large through a multitude of domestic and international events, screenings and programs.
- 1988 - **ACM/SIGGRAPH**  
In the span of a little more than 30 years, ACM SIGGRAPH has grown from a handful of computer graphics enthusiasts to a diverse group of researchers, artists, developers, filmmakers, scientists, and other professionals who share an interest in computer graphics and interactive techniques. Our community values excellence, passion, integrity, volunteerism, and cross-disciplinary interaction. We sponsor not only the annual SIGGRAPH conference, but also focused symposia, chapters in cities throughout the world, awards, grants, educational resources, online resources, a public policy program, traveling art show, and the SIGGRAPH Video Review.

## TEACHING AND ADVISING – Northeastern University

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Courses – Associate Professor, Creative Industries / Executive Professor, Animation

- 2014 – 15 Course : Digital Degree Project ( Senior Capstone )  
Fall/Spring Curricula : Team production based interdisciplinary senior project  
Co-instructor : none ( 17 students )



- 2014 Course : Animation 3 – Department of Art + Design ( 9 students )  
Fall Curricula : Live action and CG integration, short film production
- 2012 – 13 Course : Interactive Media Capstone ( Augmented Reality )  
Fall/Spring Curricula : Team production based interdisciplinary senior project  
Co-instructor : none ( 8 students )
- 2012 - 14 Course : Short Animated Film Production and Development  
Fall Curricula : Story pitch and short film production ( 10 students )
- 2010 – 11 Course : Interactive Media Capstone ( Web & mobile game development )  
Fall/Spring Curricula : Team production based interdisciplinary senior project  
Co-instructor : Brian Sullivan. ( 12 students )
- 2010 Course : Animation 3 – Department of Art + Design ( 6 students )  
Fall Curricula : Live action and CG integration, short film production
- 2009 – 10 Course : Interactive Media Capstone ( SIGGRAPH Information Visualization )  
Fall/Spring Curricula : Team production based interdisciplinary senior project  
Co-instructor : Isabel Meirelles. ( 12 students )
- 2009 Course : Animation 3 – Department of Art + Design ( 7 students )  
Fall Curricula : Live action and CG integration, short film production
- 2009 Course : Animation 4 – Department of Art + Design ( 10 students )  
Spring Curricula : Demo reel preparation, vfx & animation business
- 2008 – 09 Course : Interactive Media Capstone ( Animated short film & web site)  
Fall/Spring Curricula : Team production based interdisciplinary senior project  
Co-instructor : Dana Boadway ( 12 students )
- 2008 Course : Animation 3 – Department of Art + Design ( 10 students )  
Fall Curricula : Live action and CG integration, short film production
- 2008 Course : Animation 4 – Department of Art + Design ( 8 students )  
Spring Curricula : Demo reel preparation, vfx & animation business
- 2008 Course : Animation Basics – College of Professional Studies ( 10 students )  
Spring Curricula : Fundamentals and appreciation of basic animation principles
- Advising  
2009- Advise 115+ ongoing Digital Media students