

James John Sidletsky III

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Education

- **M.F.A. Interactive Design and Game Development, 2010**
Savannah College of Art and Design, Savannah, GA
Thesis: "Machinima: Post-Modernism Continued"
- **B.F.A. in Computer Animation, 1999**
James Madison University, Harrisonburg, VA

Teaching Experience

- 2008-Present, *Trident Technical College, North Charleston, SC*
Lead Visual Arts Instructor – "Commercial Graphics – Animation"
Lead instructor at TTC since 2008, teaching students how to model, UV, texture, rig and animate. Added courses in game level design using Maya and the Unreal Engine and introduced sculptural texturing utilizing Mudbox and Maya. Instrumental in getting a grant for a 24-camera Optitrack motion capture system. Recently moved the Animation major from the Visual Arts department to the new Media Arts Production (MAP) department at TTC. Developed eight new 3D animation courses for the new MAP major at TTC. The subject matter includes 3D modeling, UVing, texturing, rigging, animation and rendering with more in-depth study in game-art, level design and final production.
- 2008, *Savannah College of Art and Design, Savannah, GA*
Teaching Assistant – "Digital Design Aesthetics"
Collaborated on projects and coursework, led discussions, presented technical demonstrations, and assisted students with learning principles of design as it relates to art and game development
- 2005-2008, *Computer Career Institute at Johns Hopkins University, Columbia, MD*
Instructor – "Digital Graphic Design" series for the Master Certificate Program
Taught concepts of art and principles of design, typography, page layout, illustration, color theory, brand identity, digital image4 manipulation, and pre-press production
- 2004-2005, *Corcoran College of Art and Design, Washington, DC*
Teaching Assistant – "Introduction to 3D Animation"
Participated in student learning, course instruction and presentation, and tutored students upon request

Related Experience

- 2013-2015, *Freelance*
Contract Worker/Consultant
2015 – Contracted to model, texture and rig six female assets for an unreleased feature animation. Acted as consultant during the motion capture sessions and assisted with the motion capture clean up.
2014 – Assisted with the modeling, texturing, motion capture and rendering for a 1.5-minute promotional animation for a company called GG Networks.

2013 – Taught a three-week course on the fundamentals of video game design at The Beaufort County

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Library in Beaufort, SC. Taught students the basics of the Unreal Developers Kit and level design and 3D Modeling using Autodesk Maya.

- 2007-2008, *Mighty Eighth Air Force Museum, Savannah, GA*
Project Manager and Student Lead Designer
Oversaw a design team of 15 students in the creation of a WWII Bombardier Simulator within an existing B-24 Bomber, using the Unreal 3 engine in conjunction with an actual Norden bombsight
- 2007, *Electronic Arts, Tiburon, FL*
Consultant
Created player head models and textures from 3D scan data according to Electronic Arts specifications and standards for Madden 2009
- 2000-2006, *The Zettler Group, Silver Spring, MD*
Lead Interactive Specialist
Served as the lead designer of all multimedia material including: 3D Modeling and Animation, Video Promotional material, CD-ROM and DVD Presentations, Video and Sound Editing. Managed design, production and pre-press of *The Metro Services Guide*, Montgomery County's largest direct-mail newspaper

Presentations /Achievements

- Guest Speaker at the Game Developers Exchange in Savannah, GA. Presented Master's thesis: "Machinima: Postmodernism Continued" (2009)
- Presented screening of original Machinima short "Annabel Lee" at the Telfair Museum of Art during Technology and Art week (2008)
- Accepted into Professional Production Practices, an advanced and exclusive production course at Savannah College of Art and Design, in which students worked in collaboration with Electronic Arts (2007)

Awards

- Winner of Best of Show, Entelechy (2008)
- Digital Media Endowed Scholarship, Savannah College of Art and Design (2007)
- SCAD Fellowship for Artistic Achievement (2006-2008)

Affiliations/Memberships

- International Game Developers Association
- Charleston Indie Game Developers

Interests

- High Polygonal 3D Modeling in ZBrush
- Board games and tabletop RPGs and how they can inspire new mechanics in video games
- Using Serious Games as a tool for learning

References

Sherri Frye

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