

Robert Epps

657 Fairwood Forest Dr.
Clearwater, FL 33759
(727) 871-8917
roberthepps@gmail.com

Innovative Education Professional with strong interpersonal, technical, and visual skills. Experienced in classroom management, curriculum development and delivery, instructional technology, and student relations. Forward thinking in regards to artistic and academic trends. Creates a positive environment for student advisement, faculty coaching, and artistic exploration.

Education:

Savannah College of Art and Design-Savannah, Georgia

Master of Fine Arts (Sequential Art)

Graduated Nov. 1999

University of North Carolina at Greensboro- Greensboro, NC

Bachelor's of Music (Music Education)

Cum Laude

Graduated May 1996

Academic Experience:

International Academy of Design and Technology, Tampa FL

College Level Lead Faculty Animation and Game Production- Jan. 2013 to present

- Animation Theory: Survey of Animation History and major areas of application in modern media;
- Drawing Techniques 1: R-Mode and other introductory drawing methods along with linear perspective;
- Drawing Techniques 2: Anatomy, Life Drawing, and character design techniques;
- Design Principles: Introduction and application of design principles and elements as well as digital tools;
- Animation Fundamentals: Frame by frame introductory motion studies using digital tools;
- 2D Animation: Modern digital animation techniques with Toon Boom Harmony;
- Digital Imaging: Introductory Photoshop class for Graphic Design Department;
- Interactive Animation: Introductory Flash image creation, animation, and Action Scripting;
- Cinematography: introduction to time based visual storytelling practices, and techniques.
- Motion Graphics: Concentration on practices regarding non-character based animation, kinetic typography, and compositing practices primarily in Adobe After Effects;

Other courses as listed below

International Academy of Design and Technology-Tampa,FL

College Department Chair Animation, Game Production and Graphic Design- Mar. 2008 to Dec. 2012

- Digital Painting: Special Topics course focused on applying traditional techniques in digital media;
- Sequential Art: Special Topics course served as an introduction to comics industry, its practitioners, and techniques;
- User Interface: Introduction to vector art, interface principles, and creating low-fidelity prototypes;
- Digital Illustration: Introducing vector art and programs for graphic design students;
- Interactive Media II: Second level Flash class for graphic design students;
- Internship: oversee internship students, develop and maintain relationships with local employers

Other courses as listed below

Academic Experience (cont'd):

International Academy of Design and Technology-Tampa,FL

College Associate Department Chair- Jan. 2006 to Feb. 2007

- Movement for Animators: Acting concepts, movement analysis, and projects focused on character performance;
- Production Studio I: Pre-production work on Senior Project assignment;
- 2D Animation III: Introduction to website creation and navigation for Animation students;
- Other courses as listed below

International Academy of Design and Technology-Tampa,FL

Full time Faculty at College Level Institution- Jan. 2001 to Dec. 2005

- Drawing for Animators I: Introductory class focusing on Traditional Animation concepts and processes;
- Drawing for Animators II: Application of the Principles of Animation in non-cyclical motion studies;
- Drawing for Animators III: Focus on effective storytelling in Illustration and Animation;
- 2D Animation I: Introduction to Vector art and associated programs for Animation;
- 2D Animation II: This course focused on Digital Ink and Paint techniques and programs;
- Studio Techniques II: Intermediate After Effects techniques and video concepts;
- Storyboards and Scripts: Presentation and production storyboard creation, terminology, and scripting formats;
- Self Promotion: Preparing career search materials including resumes, demo reels, and portfolio websites;

Savannah College of Art and Design

Graduate Instructor- Sept. to Nov. 1999

- Advanced Comics Scripting: Course focusing on advanced story writing issues for sequential art projects

North Carolina Governor's School East (Summer Program)

Arts Consultant- June to Aug. 1998 and 1999

- Assistant instructor for Drama Department, teaching improvisation and video workshops;
- Accompanist for Dance Department, teaching rhythm workshops

Triton High School (Seasonal)

Drum Line Instructor- Aug. to Nov. 1996 to 2000

- Responsible for teaching parts and rehearsing Drum Line and Pit sections;
- Rehearsals focused on Percussion instrumental techniques and execution

Northwest Guildford Middle School

Student Teacher- Jan. to May 1996

- 6th grade winds: Introduction to music reading and instrument technique for flutes, clarinets, and saxophones;
- 6th grade brass and percussion: Introduction to music reading and instrument technique for trumpets, trombones, baritones, and percussionists;
- 7th grade band: Level II instrument techniques and ensemble performance;
- 7th grade beginning band: Introduction to music reading and instrument technique for a mixed group of student instrumentalists;
- 8th grade band: Level III instrument techniques and ensemble performance;
- 8th grade beginning band: Introduction to music reading and instrument technique for a mixed group of student instrumentalists;
- Jazz Band: Small ensemble performance practices and introduction to Instrumental Jazz techniques

Academic Experience (cont'd):**Northwest Guildford High School***Drum Line Instructor, Aug. to Nov. 1995*

- Responsible for teaching parts and rehearsing Drum Line and Pit sections;
- Rehearsals focused on Percussion instrumental techniques and execution;
- Chaperoned students on competition trips
- Oversaw Percussion equipment maintenance

Work History: (Full time positions)**Lead Faculty (Animation Technology and Game Production)***International Academy of Design and Technology Tampa,FL- Jan. 2013 to present*

Taught up to four sections per academic term. Faculty and class scheduling. Assisted Technology Chair with faculty supervision and administration. Curriculum development and Cap-Ex purchases. Oversaw Federal Work Study student. Created materials for and ran Product Knowledge sessions with Admissions and Career Services Departments. Recipient of Student Engagement Award in 2013

Department Chair (Animation, Game Production, and Graphic Design)*International Academy of Design and Technology Tampa,FL- Mar. 2008 to Dec. 2012*

Manage and advise academic departments comprising one third of student body. Direct, assess, and shape curriculum for three degree programs. Hire, schedule, assess, and coach full time and adjunct faculty for three academic programs. Develop and maintain Advisory Boards for Animation, Game Production, and Graphic Design departments. Develop relations with local employers, non-profit groups, and professional associations. Art direction on print and video materials for multi-department special events. Create articles for mutli-campus magazine. Recipient of Best Team Player Award in 2010.

Associate Department Chair (Animation)*International Academy of Design and Technology Tampa, FL- Jan 2007 to Feb. 2008*

Taught up to four sections per academic term. Faculty and class scheduling. Served as lead on student retention and SAP (student action plan) efforts for Animation Department. Assisted Department Chair with curriculum development and Cap-Ex purchases. Oversaw Federal Work Study students. Chaperoned on study abroad trip to Japan. Created materials for and ran Product Knowledge sessions with Admissions and Career Services Departments.

Full Time Faculty (Animation)*International Academy of Design and Technology Tampa,FL- Jan. 2001 to Dec. 2007*

Taught up to six sections per academic term. Assisted with student registration. Created promotional materials used in SIGGRAPH, Animation Magazine, Clearwater Jazz Festival, and other events. Served on Academy Appeals committee. Received International Academy Academic Excellence Award 2001.

Robert Epps

roberthepps@gmail.com

Work History: (Contract Positions)

Colorist/ Lettering

Hooligan's Press and Pat Broderick Art.com- Sept. 2013 to present

Colorist and Lettering for Hooligan's Press *The Faro Chronicles*

Colorist for the web comic series *Nibiru: Legend of the Annunaki* on www.theartofpatbroderick.com

Animator

BDS Systems Tampa, FL- Aug. 2013

Created Flash Animation for company presentations

Learn Africa, LLC Nigeria- Apr. 2011

Created logo animation for educational company

Illustrator

SFI, LLC (Successful Family Investing) Tampa, FL- Feb. to Mar. 2010

Illustrations and box layout for board game *Bulls n' Bears: The Stockmarket Game*

Thompson-Delmar Learning Stamford, CT- Mar. 2004

Provided illustrations for James Bennett's *Design Fundamentals for New Media*

NBM Publications New York, NY- Sept. to Nov. 1999

Penciler and Inker for two stories in the series *Confessions of a Cereal Eater (issues #2 and #4)*

Subject Matter Expert

Career Education Corporation Hoffman Estates, IL- Dec. 2008, May 2009, Sept. 2013

Developed and edited content for the following online courses: Animation Technology, Storyboarding for Advertising, User Interface, and Game Play Scripting I

Textbook Reviewer

Thompson/ Cengage Learning Stamford, CT- Nov. 2003, Apr. 2004, May 2008

Reviewed content pre-publication on the following texts: *Exploring Drawing for Animation*, *Exploring Character Design*, and *Game Development Essentials: Game Interface Design (2nd Edition)*

Subject Matter Expert

Pearson Education Publishers Upper Saddle River, NJ- Oct. 2006 to Jan. 2007, Dec. 2007- Mar 2008

Developed and edited content for User Interface I, User Interface II, Digital Illustration, and Animation Fundamentals courses

Storyboard Artist

Humouring the Fates Tampa FL- Aug. to Nov. 2005

Storyboard artist for the production of feature length movie *Polly World*

Work History: (Contract Positions cont'd)

Drum Line Instructor

Triton High School Dunn, NC- Aug. to Nov. 1996-2000

Wrote marching band show parts for Drum Line and Pit sections

Rehearsed Drum Line and Pit sections

Drum Line Instructor

Northwest Guildford High School Greensboro, NC- Aug. to Nov. 1995

Chaperoned on Contest trips

Wrote the Drum Line and Pit parts for 1995 Marching Band show

Technical Skills:

Photoshop CS6

After Effects CS6

Painter 10

Toon Boom Harmony 10.3

Toon Boom Studio 5

Flash CS 6

Illustrator CS 6

Microsoft Office 2010

Campus Vue

Audition CS 6

Dreamweaver CS6

Encore CS 6

Maya 2014

Retas Pro Infinity

Insight

InDesign CS 5

Quark Xpress

Captivate 8

Premiere CS 5

Intous and Ciintiq tablets

Sound Forge

Professional Development:

Center for Excellence in Education

Courses Completed-

Effective Teaching Strategies, Student Retention Methods, Student Learning and Assessment, Enhancing Student Learning, Active Learning Methods, Preparing and Creating Lesson Plans, Teaching Gen Y Students, Using Technology to Engage and Educate, Enhancing Student's Professional Skills, Soft Skills for Instructors, Adaptive Learning in Higher Education, Online Learning Techniques

Lynda.com

Courses Completed-

Character Animation Fundamentals in Maya, Harmony Essential Training, Foundations of Drawing, Rigging a Face in Flash Professional, Captivate 8 Essential Training

Digital Tutors/ Pluralsight

Courses Completed-

Character Rigging in Toon Boom Harmony, Rotoscoping in After Effects