

CURRICULUM VITAE

[Brian J. Arnold](#)

FOUNDATIONS

- Master of Fine Arts, Film, University of Southern California, Los Angeles, 1996
- Bachelor of Arts, Literature, University of Judaism, Los Angeles, 1994

CULTIVATED EXPERIENCE

Online and Hybrid Instructor - National University, June 2010-Present

- Master of Fine Arts (MFA) Game Program
 - Instructor
 - MGP650 Video Game Production
 - MGP688 Game Testing
 - MGP689 The Business of Games
- Digital Media Design (formerly Digital Entertainment and Interactive Arts) Program
 - Instructor
 - BRO305 Media Storytelling
 - MUL300 Convergent Media
 - MUL315 Video Game Design
 - MUL365 Digital Video Editing
 - MUL370 Digital Interactivity
 - MUL399 Emerging Technologies
 - MUL420 Portfolio Project
 - MUL430 Advanced Design Project
 - MUL445 Digital Project Management
 - MUL462 Digital Audio Creation
 - MUL471 Advanced Digital Interactive Project
 - Curriculum Development
 - MUL430 Advanced 2D Imaging
 - MUL200 Communication Tools
 - MUL420 Portfolio Project
 - MUL000 Course Design for Course Designers
 - Lead Faculty
 - Doubled enrollment
 - Updated all program marketing materials
 - Outreach training via web and extensive travel
 - Deepened faculty program bench strength
 - Achieved adoption of Lynda.com for DMD students
 - Service
 - Master's Thesis Committee MDC and MPS 2010-2013
 - Consult on program revisions related to Digital Media
 - Served on program, school and University committee
 - Chaired Persistence initiative committee

Online Instructor - The Art Institute Online 2008-PRESENT

- Game Art and Design / Media Arts and Animation programs
 - Instructor
 - C132 Survey of Animation
 - C211 Storyboard Rendering for Animation
 - C424 Pre-portfolio Presentation for Animation
 - C430 Presentation for Animation
 - CC478 Special Topics
 - C130 History of Animation
 - GAD101 Introduction to Game Development
 - GAD421 Game Production Team
 - GAD414 Advanced Game Prototyping
 - Provided IGDA national chapter oversight

Visual Culture - Incorporated 2002-2010

- Co-founder
 - Independent Production Company that provides innovative, clear and compelling instructional material for national distribution
 - Produced Exploring Visual Storytelling textbook with original animation DVD supplement
 - Established relationships with designers, faculty, animators and editors
 - Managed limited resources into successful production deadlines
 - Created, supervised and delivered final edit of animated story
 - Designed curriculum and accredited a college level visual arts program

Internal Communications Specialist – EDMC 2009

- eCollege Learning Outcome Management implementation

Dean of Academic Affairs - California Design College (The Art Institutes), 2007-2008

- Supervised
 - 85 faculty
 - Six administrators
 - 875 students
 - Eight academic programs
 - Rolled out two academic programs
 - Visual Effects
 - Set design
- Initiated a Portfolio Foundations freshmen seminar to build skills in communication, teamwork, presentation and critique

Academic Department Director - The Art Institute of California Orange County, 2006-2007

- Developed Visual and Game Programming program with 12 full-time faculty
- Evolved the Game Art and Design program curriculum
- Maintained hardware and software within industry standards
- Initiated consortium of Academic Directors within the California Art Institutes

Academic Department Director -The Art Institutes International Minnesota, 2004-2006

- Responsible for the development of the fledgling Advertising and Design Management programs
- Hosted successful Program Advisory Committee meetings with local industry representatives which resulted in curriculum changes, the acquisition of new faculty and the discovery of new guest speakers

Online Advocate - The Art Institutes International Minnesota, 2003-2004

- Served as coordinator between all host campus departments and Pittsburg online while cultivating clear communication between students, faculty, staff and administration
- Researched and implemented new course offerings through online medium
- Consistently acted as an effective liaison between work groups with conflicting incentives, achieving desired outcomes without negative impact from escalated tensions

Instructor- Art Institutes International Minnesota, 2002-2003

- Conceptual Storytelling: Introduction to visual narrative storytelling concept and format with the objective of developing storytelling skills and an understanding of story form in a performance-based environment
- Team Animation/Visual Effects Production Team: Merging storytelling, animation, modeling and processing skills with compositing software to produce team-based projects in an industry-simulated environment
- Digital Portfolio: Guiding students towards successful production of professional-level portfolio reel

Editor - Nickelodeon Animation Studio, 1997-2001

- Provided story feedback to directors during pre-production phase of animation
 - Animatic Editor + Audio Editor
 - Sheet Timer
 - Assistant Audio Engineer
 - Avid Editing Trainee
- Edited storyboards for continuity and clarity
- Created an image filing system used throughout studio on future projects

PROFESSIONAL MEMBERSHIPS

UFVA University Film & Video Association

IDMAA International Digital Media and Arts Association

PAPERS, PRESENTATIONS, PUBLISHING & GRANTS

Gamification in Education

- Presented ASBBS Las Vegas, NV 2014

Hybrid Engagement

- Submitted ASEE Conference Long Beach, CA 2014

Invisible Hero (10 minute animation)

- <http://invisiblehero.net>
 - Won Merit in Accolade Festival
 - Won Best Animation in Los Angeles Cinema Festival of Hollywood
 - Hon Mention for an Animated Film at the Short. Sweet. Film Fest Ohio
 - Audience favorite and Best Director at First Glance Film Festival Hollywood
 - Screened at Savannah International Film Festival
 - Screened at Geneva Film Festival Illinois
 - Screened IFS Independent Film Showcase Los Angeles

Waltz with Bashir & The Class (Adaptation scripts)

- Adaptation scripts for Oscar nominated films 2008)

Exploring Visual Storytelling (Textbook & Original Animation DVD)

- Released by Thomson Delmar Learning, 2007
- Guide to showing and telling compelling narratives

Behind the Design (Three-DVD instructional tool)

- Released by Thomson Delmar Learning, 2007
- Non-linear documentation of professional design processes from client concept to final execution

Visual Story-teaching

- Presentation to Nation University Fall Assembly 2012

Science and Ethics Game Based Learning Project

- NSF grant proposal 2012 (rejected with encouragement) & 2013 (pending)

SERVICE

Committees (National University)

- Data Analytic Full time faculty search committee member 2012-2013
- SETM SAC assessment committee 2012-2013
- General Education University Committee 2012-2013
- Retention Subcommittee of UGC 2013-2014
- Persistence Committee *ad hoc* PCah (CHAIR) 2013-2014
- MSEIT Curriculum Advisory Board 2013-2014
- Dean's Advisory Council SETM 2013-2014

Committees (Art Institute)

- Technology Committee (Chair)
- Advisors Committee
- Curriculum Committee
- Institutional Effectiveness Committee
- Image Committee
- Portfolio Committee
- Leadership Committee
- Marketing Steering Committee
- Student Success Committee
- Student Newspaper Desk
- IGDA national chapter

Accreditation

- Hosted two ACICS accreditation visits
- Supervised faculty through a one-year ACICS accreditation follow up visit
- Achieved state accreditation for my own school, Visual Culture (dormant)