

JAMIE DEAN

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EDUCATION

UCA University for the Creative Arts Canterbury, UK
(Formerly Kent Institute of Art and Design) MFA International Practice 2003 - 2005

Northbrook College Sussex Worthing, UK
BA (Hons) Fine Art: Painting 1997 - 2000

PROFESSIONAL EXPERIENCE

IDeaS Revenue Solutions Minneapolis, MN
Software Workflow Consultant March 2014 - Present
Developing workflows for interactive learning applications with Unity.

PACKT Publishing Birmingham, UK
'Unity Character Animation with Mecanim' Expected Publish Date Summer 2014
Authoring a title for PACKT publishing's range of instructional software guides

Guthrie Theater Minneapolis, MN
Scenic Artist and Assistant to Lead Scenic Artist Michael Hoover 2002 - 2003 / 2006 - 2007
Productions including: *Private Lives*, *1776*, *Major Barbara*, *Hedda Gabler*, *The Glass Menagerie*,
Edgardo Mine, *Lost in Yonkers*, *The Falls*, *The Real Thing* and *The Great Gatsby*

TEACHING EXPERIENCE

University of Wisconsin-Stout Menomonie, WI
Lecturer Game Design & Development, Department of Design 2013 – Present
Teaching upper level classes for the Game Design & Development program:

GDD450 3D Game Design and Development I (Fall 2013)
GDD250 2D Game Design and Development (Spring 2014)
GDD451 3D Game Design and Development II (Spring 2014)

The Art Institutes International Minnesota Minneapolis, MN
Faculty Graphic Design and Media Arts & Animation Departments 2006 – 2012
Teaching classes in Art and Design Foundations, Graphic Design and Media Arts & Animation:

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|-----------------------------|-------------------------|
| Advanced Illustration | Color and Design |
| Design Layout | Digital Imaging |
| Drawing and Perspective | Fundamentals of Design |
| Illustration | Intermediate Drawing |
| Introduction to 3D Modeling | Production Fundamentals |

Minneapolis College of Art & Design Minneapolis, MN
Professor Continuing Education 2006 – 2012

Teaching classes in Drawing, Life Drawing, Painting and Portraiture.

Advanced Life Drawing

Life Drawing

Portraiture in Drawing and Painting

Beginning Painting

Life Painting

SOFTWARE EXPERIENCE

Adobe CS6: After Effects, Dreamweaver, Flash, Illustrator, Photoshop (Expert)

Autodesk: Maya, 3ds Max*, Mudbox (Expert)

Unity Engine (Expert)

Autodesk: Motionbuilder, Softimage (Proficient)

Pixologic ZBrush (Expert)

Microsoft Office: Excel, PowerPoint, Word (Expert)

Blender (Proficient)

Apple: Final Cut Pro, Quicktime Pro (Proficient)

Corel Painter (Proficient)

3D Coat (Proficient)

xNormal (Expert)

*2012 Autodesk Certified Professional

SCRIPTING LANGUAGES

Unityscript/Javascript (Proficient)

C# (Intermediate)

HTML/CSS (Intermediate)

MEL (Intermediate)

Actionscript 2/3 (Intermediate)

PROFESSIONAL REFERENCES (Available on Request)