CURRICULUM VITAE
Jamal Sullivan

116 Hancock Street, Brooklyn, NY 11216

cell (323)4932252 or (917)830-7493

jamal@jsulli.com http://www.jsulli.com

Education:

2001 M.F.A., University of Southern California, Los Angeles, CA; School of Cinema Television

1995 B.F.A., *Magna Cum Laude*, Howard University, Washington, D.C.; College of Fine Arts; Electronic Studio

Teaching Experience:

2013 - present   Visiting Faculty, Pratt Institute

Teach 3D Modeling and 3D Animation courses.

2010 – present Faculty, Art Institute of New York

Teach various graphic, multimedia and web design courses.

2009 – 2010   Assistant Professor, American University of Nigeria

Teach various digital illustration, 2D (Flash) and 3D animation, and multimedia courses to internationally diverse undergraduate students.

2006 – 2009   Assistant Professor, Howard University, Washington, D.C.

Taught various digital illustration, 2D (Flash) and 3D animation, 3D modeling, and Actionscripting courses to graduate and undergraduate students.

2009   Lecturer, Westwood College, Upland, California

Taught 3D modeling and Digital Illustration courses.

2006   Invited Guest Lecturer, Universidad Veritas, San Jose, Costa Rica

Lecture focused on Independent Animation Production and the viability of independent individual animation.

2002 – 2005   Lecturer, Art Institute of Southern California - Los Angeles

Taught Life Drawing, Animation History, Image Manipulation and Introduction to Maya classes.

Academic Service:

2012   2012 Portfolio Reviews, New York City College of Technology
Was part of an invited panel of reviewers for graduating students in Advertising Design, Graphic Design, Interactive Media, Broadcast Graphics, and Illustration.

2011   Syllabi creation, Bowie State University
Created two new courses that were accepted for the Animation concentration curriculum. Introduction to 3D Animation and Modeling and Advanced 3D Modeling and Animation

2009 – 2010   Multimedia Major Coordinator, American University of Nigeria

Advise the Communications and Multimedia Design Program Coordinator of curriculum changes and suggestions. Manage and advise the Multimedia students as they matriculate through the program.

2008 – 2009   <u>Master's Thesis Committee</u> for Trudy-Ann Trotz

Thesis is titled "'Reality Warpers' A Concept Displayed Through Science Fiction / Fantasy Clay Sculpture and 3D Digital Models". Advised student on modeling and rendering techniques.

2008 – 2009   <u>Master's Thesis Committee</u> for Aiyango Aibangee

Thesis is currently untitled. Student created 2D animated scenes as well as digital illustrations. Advised student on illustration technique and animation pipeline.

2008 – 2009   <u>General Motors PACE Human Machine Interface Project</u>

Team-taught Howard University Art students who collaborated on design of the Human Machine Interface for a 2013 Cadillac concept vehicle.

2007 – 2009   <u>Interactive Media Curriculum Development Team, Howard University</u>

Established curriculum between Howard University's School of Engineering (Computer Science), School of Communications and College of Arts and Sciences (Fine Arts) to create a multidisciplinary program of study.

2006 – 2009   <u>General Motors PACE Capstone Project</u>

Team-taught Howard University Engineering and Art students who collaborated on design and implementation of original vehicle concepts or redesigns.

2006 – 2009   <u>Art Department Curriculum Committee, Howard University</u>

Established Howard University Art Department curriculum.

2008   <u>Electronic Arts Presentation</u>

To further Howard University's relationship with the interactive entertainment company, presented student work and departmental focus of study.

2008   <u>Board of Trustees Presentation, Howard University</u>

To expand support of the Electronic Studio major throughout the larger university community, presented student work and departmental focus of study.

2006 – 2008   <u>Coordinator, Movie Night, Howard University Division of Fine Arts</u>

To foster community and exchange of ideas among the different art majors, co-sponsored campus movie night mixer. Films were chosen based on technical expertise and personal visual inspiration.

2007   <u>Co-chair, Web Presence Committee, Howard University, College of Arts and Sciences, Division of Fine Arts</u>

Committee was responsible for developing a suitable web presence and recruiting website.

Selected Honors:

2008   <u>Inspirational Interdisciplinary Project Award</u>

Received Howard University Faculty Senate award for outstanding faculty who have collaborated across disciplinary lines to produce excellence in teaching, research, and/or service.

2000   <u>*3D Magazine* Big Kahuna Award Nominee</u>

Thesis film: "The Meaning," was nominated for Outstanding Computer Animated Film.

Production and Studio Experience:

2012   <u>Animator, Archaea Mass</u>

Created animated pre-roll for Vail Film Festival.

2011   <u>Animator, Archaea Mass</u>

Created short animation showing the usage of the Sonolysis headset to treat blood clots in the brain. Simulation animation of red blood cells created.

2002   <u>Background Painter, Warner Brothers Animation</u>

Created background paintings for two seasons of "Static Shock".

2002   <u>Technical Assistant/Director, Sim Ex Digital Studios</u>

Served as a render wrangler as well as scene setup artist. Also re-animated and edited animation of key scenes.

2000 – 2001   <u>Director/Animator/Modeler, Digital HipHop</u>

Directed four animated music videos. Art directed six animated music videos. Directed motion capture sessions of six animated music videos. Animated and modeled characters for many of the music videos. Edited storyboards and wrote or edited script and created the animatics for many of the music videos.

2000   <u>Technical Assistant, Sony Pictures Imageworks</u>

Provided technical assistance and file management on motion picture: "Hollow Man".

1999   <u>Microsoft Intern, Research Division</u>

Animated walk cycles portraying different emotional states for a project attempting to blend animation cycles.

1998   <u>Exchange Intern, Tokyo Broadcasting System</u>

Created a short animation/live action film about the 47 Ronin. Worked as part of the Computer Graphics Department of TBS.

Invited Presentations:

2013   <u>Ford Foundation Presentation</u>

Gave presentation entitled "Animation as a Tool for Social Change" to Ford Foundation staff, Ford Foundation grantees, and member of the West African animation community. Met with select animators to discuss the status of animation in the region and explore methods of assisting in enhancing capacity for high quality animation. Visited animation studios to assess the level of technical capacity currently available.

2006   <u>Universidad Veritas Animation Conference Organizer and Participant</u>

Organized animation conference for Universidad Veritas, Costa Rica, along with the Animation Department chairman. Invited and hosted guest speakers from Sony Pictures Imageworks and Rhythm and Hues. Facilitated weeklong Background Painting for Animation workshop. Participated in panel discussion about the state and future of the local animation industry in Costa Rica.

Screenings and Gallery Showings:

2006 – 2007   Howard University Faculty Show, Washington, D.C.

2006   Universidad Veritas, San Jose, Costa Rica

2000   Anima Mundi International Animation Festival, Rio de Janeiro/Sao Paulo, Brazil

1999   S.E. Manly Short Film Showcase, Los Angeles, CA