

CURRICULUM VITAE

Jamal Sullivan

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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:

2014 – present Tenure-track Assistant Professor, Borough of Manhattan Community College

Teach animation and design courses. The animation coursework focuses on the principles of animation technique as well as the technical expertise necessary to create 2D and 3D animation with various software packages. The design coursework focuses on design as it applies to web-based content as well as technical expertise with various design tools and programming environments including HTML, CSS and JavaScript.

2013 - 2014 Visiting Faculty, Pratt Institute

Taught 3D Modeling, 3D Animation, Lighting and Rendering, and Character Design courses.

2010 – 2013 Faculty, Art Institute of New York

Taught various graphic, multimedia and web design courses.

2009 – 2010 Assistant Professor, American University of Nigeria

Taught 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:

2014 – present Course Coordinator, BMCC

As course co-coordinator, I create, edit, and evaluate the syllabi and content of MMP 260 Introduction to 2D Animation and ANI 401 Introduction to 3D Animation..

2014 – 2015 Lab committee, BMCC

Worked with other full-time faculty members to advise the department at large on necessary facilities, equipment, and maintenance.

2014 – 2015 liaison for Student Affairs committee, BMCC

Worked with the Student Affairs Department to provide service and education to our departmental faculty and student body.

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

Advised the Communications and Multimedia Design Program Coordinator of curriculum changes and suggestions. Managed and advised the Multimedia students as they matriculate through the program.

2008 – 2009 Master's Thesis Committee 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 Master's Thesis Committee 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 General Motors PACE Human Machine Interface Project

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

2007 – 2009 Interactive Media Curriculum Development Team, Howard University

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 General Motors PACE Capstone Project

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

2006 – 2009 Art Department Curriculum Committee, Howard University

Established Howard University Art Department curriculum.

2008 Electronic Arts Presentation

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

2008 Board of Trustees Presentation, Howard University

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

2006 – 2008 Coordinator, Movie Night, Howard University Division of Fine Arts

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 Co-chair, Web Presence Committee, Howard University, College of Arts and Sciences, Division of Fine Arts

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

Selected Honors:

2015 BMCC Teaching Academy Fellow

Nominated by my chairperson as new and well student-reviewed faculty, I am placed into a teaching community with a master teacher and a small group of teaching fellows (three in total). Through meetings, observations and discussion we will increase our effectiveness in the classroom.

2008 Inspirational Interdisciplinary Project Award

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 3D Magazine Big Kahuna Award Nominee

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

Production and Studio Experience:

2012 Animator, Archaea Mass

Created animated pre-roll for Vail Film Festival.

2011 Animator, Archaea Mass

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 Background Painter, Warner Brothers Animation

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

2002 Technical Assistant/Director, Sim Ex Digital Studios

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

2000 – 2001 Director/Animator/Modeler, Digital HipHop

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 Technical Assistant, Sony Pictures Imageworks

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

1999 Microsoft Intern, Research Division

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

1998 Exchange Intern, Tokyo Broadcasting System

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

Invited Presentations and Panels:

2015 Nigerian Film Festival, NYC

Was moderator of a panel discussing, "Telling Africa's Story: Welcome to Nollywood".

2013 Ford Foundation Presentation

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 Universidad Veritas Animation Conference Organizer and Participant

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