

**Hans Westman - 119 Valley Dr., Pittsburgh, PA 15215, USA**  
cell: (412) 596-8967 | email: [hansw108@gmail.com](mailto:hansw108@gmail.com)

### **Professional Summary**

Fifteen plus years as an educator and an academic administrator. Held the position as Chair for two departments, Game Art & Design and Media Arts & Animation at the college level. Explored technology solutions to enhance the learning experience of the student and to support faculty in their duties as teachers. Developed a proprietary administrative and learning management system (LMS) that enabled projecting a 90- 95% accurate student/instructor ratio when planning academic schedules for future semesters.

### **Professional Experience**

May 2018 – August 2019: Assistant Professor Program Director, Simulation Technology & Game Design Chair, Digital Media & Technology – Wheeling Jesuit University, Wheeling WV

- Develop, implement and revise program curriculum
- Act as liaison between the institution, industry and community (project) involvement
- Advise students in program and department matters
- Assist in developing marketing, PR and recruitment strategies for the growth and positioning of the program
- Maintain regular communication with administration and perform daily department duties,
  - Teach two or more classes per semester, on ground and /or online
  - Ensure overall quality outcomes of STGD students and the success of the program

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January 2001 - June 2016: Chair, Media Arts & Animation Department | Game Art & Design The Art Institute of Pittsburgh, Pittsburgh, PA

- Renewed and implemented program curriculum
- Acted as liaison between the institution, industry and community (project) involvement
- Supervised and supported faculty in program and department matters
- Advised students in program and department matters

- Developed marketing, PR and recruitment strategies for the growth and positioning of the program - Maintained regular communication with administration and performed daily department duties, which included scheduling and making classroom reviews
- Taught on average two to three classes a quarter, on ground and/or online
- Ensured overall quality outcomes of MAA/GAD students and the success of the programs

Principal / Managing Director Westman Design Group, LLC

Pittsburgh, PA

Duties include:

- Design, strategic planning and roll-out of Learning Management System (LMS): [academeresource.com](http://academeresource.com) (Academic Administrative e-Resource)
- Sales and consultation for institutions, independent educators and investors
- Support and training for administrators, faculty and students in the day to day use of [academeresource.com](http://academeresource.com)

Marketing, PR and recruitment strategies for the growth and positioning of [academeresource.com](http://academeresource.com) Maintaining regular oversight in the functionality of [academeresource.com](http://academeresource.com) and in improving its stability and ease of use

Westman Design Group, LLC has been researching an Internet based solution for academic classroom administrative needs and course delivery through its website [w.academeresource.com](http://w.academeresource.com).

Service currently offered to academic communities:

- Academic Institutions - as an online administrative tool for students, faculty and administration to merge the campus modality into the online environment.
- Consulting educators - as a distance learning platform for independent course offerings

### **Additional - USA**

Freelance and permanent positions since 1995:

Walt Disney Pictures and Television Information Services (FIS)

- Original (digital) art work for the PR CD-ROM for animated feature film "The Hunchback of Notre Dame"
- FIS Intranet web directory "Studio 411" (interface design work, May 96 - June 97)  
Story boarding for the pilot of "Teen Angel"(ABC)

#### 7th Level

- 3D animation and 3D environment modeling, research and development stages for game titles in development.

#### Creative Capers

- 2D compositing of sprite files for the Disney Interactive video game, "101 Dalmatians Escape From DeVil Manor".

June, 1998 to December 1999, instructor

- 3D modeling and animation at Mt. San Antonio College for the Applied Technology division

July 1998 to March 1999: Animation Program Coordinator, Mt San Antonio College

Duties included:

- Recruiting appropriate instructors from industry
- Implementing and renewing logistics of program classes
- Acting as liaison between the institution and industry
- Giving advice to students, when asked, pertaining participation in the program

Fall semester, 1999:

- Instructor, general computer classes at Otis College of Art and Design
- Consultant, curriculum development at Los Angeles Southwest College
- February-July, 2000: Web site development, Karrass Seminars

August- December, 2000

Digital Media Instructor, Maui Community College

#### **Additional - Sweden**

1982-1988: full-time art teacher in the Swedish school system

1988-1993: freelance 2D/3D artist and animator.

#### **CD-I production, *AVM Dialog*, Gothenburg, Sweden 1993-95**

Design and production of CD-I titles for industrial product sales and training; Client base included Volvo, Pharmacia/Astra, Pergo and Seco.

Duties included pre-viz. design work, as well as the production work itself.

Projects included (93-95), interactive kiosk product presentations for the dealerships around the globe and an interactive ergonomics training course for the employees (at all levels) in the corporation.

**Information consultant - Video graphics and computer animation, *Promotion***

***International, Varberg, Sweden 1992-93:*** Concept development for using desktop digital and video graphics presentations; Client base included Swedish Golf Association, Nutek (state department for technical and industrial development).

**Broadcast video graphics, *Graphic Insights, Gothenburg, Sweden 1988-92***

Design and production of 2D/3D illustrations and animation for television and independent (video) production companies; Client base included Nordisk Television (TV 4), Swedish (national) television, Volvo, Pharmacia/Astra.

**Experimental animation, Filmverstan, Stockholm Sweden**

- "Unitism", 16mm - Length, 10 minutes

**Experimental animation, Pittsburgh, PA**

- "Immersion", digital 2D/3D mixed media - Length, 5 minutes

**Print Publications:**

*I was the cover editor for the SIGGRAPH organization membership quarterly, "Computer Graphics" between February, 2002 and June, 2005.*

*From January, 2006 through January, 2011, I was the editor for the "e-quarterly" (online version)* .

**DESIGN WITH DIGITAL TOOLS, Using New Media Creatively**, Mark Von Wodtke, McGraw-Hill, 2000 - Contributing imagery and animation case studies; instructor and student work

**Animation Tips & Tricks for Windows and Mac**, Don and Melora Foley, Peachpit Press, 1997 - Contributing illustrator

**Research Grants, 1990:**

Received from Film & TV Samarbetscommitte' to research the use of PC based vector (3D) graphics combined with traditional cel animation techniques to optimize the production of and increase the visual quality of television animation. Collaborating cel animation artist - Gilbert Elfstrom, Kungs Backa, Sweden

**Technical Skills:**

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SGI/UNIX : 3.5 years production, multimedia design & instruction - Liberty (Aurora Systems),

A/W Maya 1.0 - 2.5, A/W Composer

PC/DOS, Windows (NT/2000/XP): 6 years production in television, video and multimedia - Crystal 3D

Animator 32bit, Topaz Animator Pro32bit (3D), Autodesk 3D Studio, Autodesk Maya, Autodesk Animator Pro,

Photoshop, Corel Photopaint 6.0, Lumina/Vista, Dream Weaver, Premiere, Cold Fusion

MAC: 2.5 years design and production - Photoshop, Sound Designer, Premier

More than 10 years experience combined in computer graphics art direction, design and production on 2D/3D illustration and animation systems, video editing, CD-I, CD-ROM and television systems.

**Education:**

MFA, Computer Arts *Florida Atlantic University, Fort Lauderdale, FL.*

Bachelor of Arts, Art Education, *University of Umea, Sweden (US equivalent).*

More than thirty years combined of full-time teaching and academic administration in the areas of art and computer graphics/digital animation and game content production at junior high, high school, community college and college levels in both Sweden and the United States.

**Hobbies:**

Investigative walks in the foothills, woods and along beaches - likewise biking.

Residential landscaping

Music project: Conceptual band, "The Happy Cowboys"; instrument - guitar. Home recordings

Fluent in both English and Swedish