

Hans Westman - 119 Valley Dr., Pittsburgh, PA 15215, USA
cell: (412) 596-8967 | email: 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 2011 - present: Principal / Managing Director

Westman Design Group, LLC, Pittsburgh, PA

- Design, strategic planning and role out of Learning Management System (LMS):
Academic Administrative e-Resource - academeresource.com/presentation/
- 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
- Marketing, PR and recruitment strategies for the growth and positioning of academeresource.com
- Maintaining regular oversight in the functionality of academeresource.com and in improving its stability and ease of use

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 one class a quarter, on ground and/or online
- Ensured overall quality outcomes of MAA/GAD students and the success of the programs

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Print Publications:

Cover Editor for the SIGGRAPH organization membership quarterly, "Computer Graphics", between February, 2002 and June, 2005.

From January 2006 through January 2011, 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:

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, software and computer:

Autodesk: 3D Studio Max, Maya

Adobe: Photoshop, Dream Weaver, Premiere, AfterEffects

Microsoft Office: Word, PowerPoint, Excel

Web development: HTML, PHP (hand coding) and MySQL database fundamentals

Video & Web-cam conferencing and recording: Quicktime Pro, Camtasia, Jing, Zoom, Skype

Familiarity: Z-Brush, Unity

Education:

MFA, Computer Arts, Florida Atlantic University, Boca Raton, FL.

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

Fifteen plus years teaching in art and computer graphics/digital animation at junior high, high school, community college and college levels

Fluent in both English and Swedish

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United States

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, under the supervision of Dean John Heneise

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

Sweden

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

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

1993-1995: full-time position as a digital artist and interface designer at AVM Dialog, AB, Gothenburg (part of a team developing cd-i titles for retailers)

Main client: The Volvo Car Corporation

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.