

LOOSE



Contact **Duane Loose** for current email address and phone number



EMAIL



PORTFOLIO



TEACHING



LinkedIn



IMDb

SUMMARY

Industry veteran designer and art director for web, film, mobile apps, AAA Games, design visualization and digital media education.

Known for inspired teaching and mentoring, world class concept and product development, dynamic leadership, innovative user experience design and collaborative creative process,

Extensive experience in three career fields: Design Education, Digital Media and Industrial Design for premiere academic institutions, industry leading design studios and Fortune 100/500 companies.

EXPERTISE

- Digital Media
- UX / UI design & prototyping
- Video production
- Industrial Design
- 3D content & animation
- Motion Graphics
- Design visualization
- Concept design
- Curriculum & course development
- Creative and technical writing
- Leadership, teaching & mentoring
- Process innovation

TOOLBOX

- 3DS MAX
- After Effects CC
- Premiere CC
- Photoshop CC
- Illustrator CC
- VUE d'Esprit
- LumenRT
- Agile Development
- Unity 3D
- UNREAL
- Microsoft Office365
- WordPress
- Canvas LCMS
- Blackboard LCMS

EDUCATION

September 2008 Master of Fine Arts Computer Animation Miami International University of Art and Design, Miami FL - 4.0 GPA

December 1978 Bachelor of Fine Arts Industrial Design Brigham Young University, Provo UT
- Dean's List: 2 years, General Motors Design Staff Summer Internship

PUBLICATIONS | WORKSHOPS | PRESENTATIONS

Careers in Multimedia Mt. San Jacinto Community College, October 2013 / Panel participant discussing careers in interactive multimedia with students.

Industrial Design for Concept Artists Ai San Diego, 2011 Principles and elements of Industrial Design for concept development.

Loose, Duane. ["So You Want to Be a Digital Artist." YouTube.](#) Presentation at Ferris State University, 30 Jan.2008

Loose, Duane. **"Story Telling and Cultural Memory"** MFA/Animation Thesis, December 2008

Loose, Duane. **Grampa's War.** CreateSpace Independent Publishing Platform, 2008. Print

Loose, Duane. **3D Studio Max 4 Workshop.** Indianapolis, IN: Que, 2001. Print

Loose, Duane. **3D Studio MAX 3.0 Workshop.** Indianapolis, IN: Hayden, 2000. Print

Loose, Duane. ["The Death of Imagination." "A Fool with a Computer." "So. You Want to be a Digital Artist" Inform!T. Web. 2001](#)

World Animation Festival Los Angeles, 2001 / Panel co-moderator

The Frankenstein Principles: Developing Effective Characters for Games, Game Developers Conference / San Jose, CA 1999

TEACHING EXPERIENCE

- | | |
|---------------------|---|
| Jan 2016 – Present | Associate Faculty, Mount San Jacinto College: Digital Media program - 3d Animation, Visual Effects and Motion Graphics using Autodesk and Adobe CC tools. Blackboard + Canvas LCMS |
| Jul 2017 – Sep 2017 | Adjunct Faculty, Art Institute of California Orange County: Visual Effects + Motion Graphics |
| Aug 2015 – Dec 2016 | Instructor, California State University San Marcos: School of Arts – VSAR 402 Imaginary Worlds, After Effects 2d Animation + Motion Graphics. Created a proposal for ACTIVE MOTIF grant to develop an education and palliative care app/game program at CSUSM. Moodle LCMS |
| Jan 2012 – Apr 2016 | Online Adjunct Faculty, Art Institute Online: Media Arts & Animation, Game Art & Design. Pearson eCollege LCMS |
| Jan 2016 – Mar 2016 | Part Time Faculty, Art Institute of California Inland Empire: Game Art and Design, Media Arts and Animation faculty. Pearson eCollege LCMS |
| Jan 2010 – Mar 2016 | Part Time Faculty, Art Institute of California San Diego: Media Arts & Animation, Game Art & Design, Interior Design and Design & Technical Graphics. Redesigned Interior Design 3D curriculum. Created innovative course outline tools using Google Docs. Pearson eCollege LCMS |
| Jan 2014 – Jun 2014 | Online Adjunct Faculty, Southern New Hampshire University: IT Game Development program. Blackboard LCMS |

- Jul 2012 – May 2014 **Participating Faculty, Woodbury University:** Designed three courses, taught two directed study sessions and created an assessment protocol for the Game Art and Design program in the School of Media, Culture and Design
- 1982 – 1994 **Early Teaching Experience:** • Full Time Faculty, **California State University at Long Beach:** Industrial Design Department • Part time Faculty • **Rhode Island School of Design:** Industrial Design Department • Adjunct Faculty **Massachusetts Institute of Technology:** ME/MBA program • Instructor, **Massachusetts College of Art:** Industrial Design Department

RESEARCH IN PROGRESS

Computer Graphics Education and Curriculum Development for Design Visualization – Presentation exploring the design of a new direction in CG education based, in part, on principles of video game theory, disruptive innovation and fractal iteration.

Advanced Design Visualization Techniques using Game Engine Technology - Visual prototypes and a series of tutorials on the process of creating real time interactive design presentation experiences for Architectural and Interior Design using Unreal UDK and Unity game engines.

Assessment Protocols for Game Art and Design Programs – Presentation considering the question of how to assess multi-year student progress as an artifact of curriculum design, faculty development and student development.

Online Education: Visualizing the Future - A series of short videos exploring the use of game mechanics and compulsion loops to motivate and guide students through "playing" the class. Includes multi-platform curated content mechanics for discussion posts and projects; user Experience design using a "Living" interface (changes dynamically through interaction), and advanced, real-time grading Artificial Intelligence (AI).

PROFESSIONAL EXPERIENCE

- Sep 2012 - present **Principal Designer, Duane Loose Design Lake Elsinore, CA:** Content design and production for web, marketing, entertainment and design visualization. Clients include: Biocarbon Fuels, Jenson Studios (Stratasys, Realvision), Whidbey TV, KETIV Technologies, Hairbrained Schemes, Stratasys Direct Manufacturing, Medical Multi-Media Corporation, and Lynda.com.
- Apr 2016 – Jan 2017 **Studio Art Director • Blind Squirrel Games Santa Ana, CA:** Executive team member. Developed artists career path guidelines and foundation art skill requirements for hiring using the Radford surveys. Primary focus: building the art team and mentoring my direct reports in their work and leadership. Mentored two lead / senior artists into Associate Art Director positions. Close collaboration with Executive Producer, Head of Business Development and Director of Engineering in BSG's strategic and tactical project development and client relationships.
- Dec 2014 – Aug 2015 **UX Designer, Digital Media Artist, Assistant Director of Photography, Stratasys Direct Manufacturing Austin, TX:** Contract designer for Stratasys Direct Manufacturing UX, website and video production projects.

- Development, videography, graphic and animated elements and compositing for seven 3D Printing technology videos.
- Jun 2014 – Dec 2014 **Art Director / UX Director, GameCloud Studios, Inc. Temecula, CA:** User experience design & development for GameCloud's "Showstopper Football" and "Showstopper Basketball" iOS + Android platform games. Content design, visual effects, lighting and art direction for PlayTo's "FLIGHT" brain training game.
- Nov 2011 – Dec 2012 **Art Director / UX Designer, Artifact Technologies Seattle, WA:** Design, animation, content creation for MIXBY platform, Apple iOS apps & games: "Ghost Patrol", "DIG" & "fonograph"
- Feb 2011 – Feb 2012 **Director 3D/Animation, Connect Studios Provo, UT:** Designed, directed and created animated online marketing content for Symantec, F5 and Siemens projects. Winner 2011 Silver Telly Award for F5: The Dynamic Data Center
- Feb 2010 – Feb 2011 **Studio Art Director, GameCloud Studios, Inc., Temecula, CA:** Directed art development teams in US and Shanghai for KABAM's "Epic Goal" Facebook's first fully 3D flash soccer game. Concept development of "Football" iOS game for NGMOCO and an animated teaser for Warner Brothers Facebook game: "Harry Potter".
- Jan 2008 – Nov 2009 **Senior Art Director / Production Designer, Electric Farm Entertainment Santa Monica, CA:** Led the art team in the design and creation of two web series "Gemini Division" and "Afterworld" for Sony Pictures Television International and NBC Digital.
- Feb 2007 – Jan 2012 **Principal Designer / Animator, alphaZED studios Lake Elsinore, CA:** Title design, animation & compositing for KAOS Studios (THQ) AAA Game: "Homefront" (2011) • 3D animation "New Orleans WW2 Museum: Beyond all Boundaries" (2010) • title production design and 3D animation: "**Star Trek**" (for Final Image - Paramount 2009) • 3D models, visual effects, animation and UI/UX assets for Tarver Games "Ghosts Attack" iOS game (2009) • Title design and production for two independent films "Spirit of the Marathon" (2007) • "The Legend of Secret Pass" (2007).
- Mar 2004 – Jun 2007 **Senior Art Director / Pre-Production Art Director, Electronic Arts Los Angeles Marina Del Rey, CA:** AAA games "Command and Conquer 3: Tiberium Wars" (2007) • Art Director "**Command and Conquer: Tiberium**" (cancelled) • Art Director "**Medal of Honor: European Assault**" (2005) • Contributing Artist "Command and Conquer: Generals" (2003).

Jan 1994 – Mar 2004 **Supervising Art Director, Creative Capers Entertainment, Inc. Glendale, CA:** Lego Miramax **“Bionicle: Mask of Light”** (2003) Winner Best Visual Effects – DVD Academy • **“Bionicle: Legends of Metru Nui”** (2004) Winner Best Visual Effects – DVD Academy • Environment designer **“Bionicle: Web of Shadows”** (2005) • Supervising Art Director | CG Artist: Disney Interactive: Escape from DeVil Manor, Walt Disney World Explorer, Topsy Turvy, Hades Challenge, Nightmare Ned • Walt Disney Pictures, 3D artist **“Mr. Magoo”** (1997), 3D Producer **“101 Dalmatians”** (1996)

Jan 2002 – Mar 2003 **Application Engineer 3DS MAX & Combustion, Autodesk (Discreet) Santa Monica, CA:** Animation and Visual Effects Product Specialist in the US Southwest Region. Created 3DS MAX 5 product presentations for SIGGRAPH and GDC. Introduced 3DS MAX 5 into production pipelines at Walt Disney Animation Studios, Disney Interactive, Black Ops, Naughty Dog, Gray Matter, 2K, Activision, EA, Infinity Ward and Shiny Entertainment

1979 -1994 **Early Career Industrial Design:** Co-founder / Principal Industrial Designer **Altitude, Inc.**, • Executive VP, Principal Industrial Designer **Herbst LaZar Bell Boston** • Principal Industrial Designer **Data General Corp.** • Industrial Design Manager **Herbst LaZar Rogers + Bell** • Senior Industrial Designer **Wang Labs** • Junior Industrial Designer **Digital Equipment Corp.** • Associate Creative Designer **General Motors Design Staff**

COURSES TAUGHT

<i>Art Institute of California Orange County</i>	<i>11 Week Quarter</i>			
	<i>WINTER</i>	<i>FALL</i>	<i>SPRING</i>	<i>SUMMER</i>
EM2254 A Matte Painting				2017
MA3322 A 3D Visual Effects				2017
<i>Mount San Jacinto College</i>	<i>16 Week Semester</i>			
	<i>WINTER</i>	<i>FALL</i>	<i>SPRING</i>	<i>SUMMER</i>
DIG-190 Digital Video Design i		2018	2019	
AUD-180 Video Production I			2018	
DIG-198 Digital Media Project Management			2018 2019	
DIG- 180 Digital Media Design		2018 2019		
MUL-131 3D Animation		2015		
DIG-172 Motion Graphics		2016 2017 2018 2019		
<i>Art Institute of California San Diego, Inland Empire</i>	<i>11 Week Quarter</i>			
	<i>WINTER</i>	<i>FALL</i>	<i>SPRING</i>	<i>SUMMER</i>
MA3312 Adv. Lighting and Texture (MAYA, 3DS MAX)	2010	2010 2011	2010	2010
GA3311 Materials and Lighting (MAYA)			2010	2011
MA1134 B Principles of 3D Modeling (GAD)	2011		2011	2010 2011
VG2214A Technical Animation (3DS MAX)	2011			2011

GA3311B Materials and Lighting	2011		2011	
MA2204C 3DAnimation (GAD)			2011	
GA3323A 3D Scripting		2011		
ID1139A Intermediate AutoCAD	2013			2013
ID3330A ID Digital Camera & Lighting	2013 2014			2013
GA2212A Game Modeling & Animation			2013	
ID3320A ID Comp 3-D Modeling (Sketchup)		2013	2013	
MA2212A 3DCameraTechniques (Maya)			2013	
GWDA302A Information Design		2013		
FND105M1 Design Fundamentals	2014	2013 2014	2014	
GWDA101M1 Applications & Industry	2014	2013		
INTA203A CAD II (AutoCAD, Revit)	2014			2014
DT2255 A Design for Manufacturing			2014	
INTA303 A Digital Modeling I		2014	2014	
MA4405 A Intermediate Motion Graphics			2014	2014
MAAA233* Interactive Motion Graphics			2014	
GWDA303* (with MAAA233)		2014		
DT3322 Consumer Product Design				2014
GWDA201* Video Production		2014		2014
WDM1134* (with GWDA201)				
INTA313 A Digital Modeling II (AutoCAD)				2014
Art Institute of Pittsburgh - Online Division	5.5 Week Course			
	WINTER	FALL	SPRING	SUMMER
MAAA 101 - Language of Film and Animation		2015	2016	
C132 Survey of Animation	2012 2013 2014	2012 2013 2014	2012 2013 2014	2012 2013 2014
C313 Digital Compositing	2012	2013	2014	
C123 Life Drawing for Animation	2013		2012	
C211 Storyboard Rendering for Animation	2013		2014	2010
California State University San Marcos	16 Week Term			
	WINTER	FALL	SPRING	SUMMER
VSAR 402 Imaginary Worlds (Visual Storytelling – After Effects)		2015		
Southern New Hampshire University (online)	8 Weeks Term			
	WINTER	FALL	SPRING	SUMMER
IT-207 Information Technology and Digital Games	2014		2014	
Woodbury University	15 Week Term			
	WINTER	FALL	SPRING	SUMMER
GAME 351 Directed Study (online remote)		2013		
California State University Long Beach	Semester			
	FALL	WINTER	SPRING	
Freshman Foundation 1	1994, 1995		1995	
Freshman Foundation 2		1995		
Rapid Visualization (Marker sketching and rendering techniques)	1994,1995	1995	1995	
Perspective Drawing	1994, 1995	1995	1995	

<i>Rhode Island School of Design</i>	Semester			
	WINTER	FALL	SPRING	SUMMER
Rapid-Viz Marker sketching + rendering techniques	1994	1993		
Senior Design Studio		1993		
Graduate Studio	1994			
Massachusetts Institute of Technology	1991 - 1993			
Graduate course in Industrial Design and product visualization – taught to students in a combined MBA/ME course	I team-taught this course three times between September 1991 to May 1993			
Massachusetts College of Art	1982 - 1989			
Industrial Design Presentation I and II - Marker Rendering for Industrial Design	Taught multiple sections of this course from January 1982 to June 1989			

FACULTY TRAINING

Art Institute Training Courses [online*]	Date Completed
Engaging the Student in the Right Way *	January 2016
Programs of Study *	January 2016
EDMC Business Ethics Policy and Code of Conduct *	FY 2014, 2016
Sexual Discrimination *	October 2014
Formative and Summative Assessment	November 2013
Assessment Techniques / Critique	September 2013
APA & MLA Formats / Fair Use in the Classroom	September 2013
Teaching Millennial Students Online *	January 2013
ADA – Americans with Disabilities Act Training *	2010, 2012
Digital Bookshelf *	March 2012
FERPA *	March 2012
The Art of Teaching at AI * 20 Hours	June 2010
AI Online Faculty Orientation * 60 Hours	June 2010
Southern New Hampshire University Training Courses [online*]	Date Completed
Blackboard Online Course Facilitation Training * 100 hours	August 2013