

# James John Sidletsky III

## Education

- **M.F.A. Interactive Design and Game Development, 2010**  
Savannah College of Art and Design, Savannah, GA  
Thesis: “Machinima: Post-Modernism Continued”
- **B.F.A. in Computer Animation, 1999**  
James Madison University, Harrisonburg, VA

## Teaching Experience

- 2019-Present, *University of South Carolina Beaufort, Beaufort, SC*  
**Assistant Professor** – “Media Arts”  
Teaching undergraduate Media Arts students how to model, UV, texture, rig and animate. Subjects taught include 3D Animation, Video Game Design, Graphic Design and Concept Art Creation. Updated the lab software to reflect current industry standard use. Actively recruited seven new students from Trident Technical College. Assisted two USCB students with obtaining industry relevant internships at Kiz Studios on John’s Island.
- 2017-Present, *Clemson University, Zucker Graduate Education Center, Charleston, SC*  
**Lecturer** – “Digital Production Arts”  
Taught graduate students enrolled in the Digital Production Arts program at Clemson University about Physically Based Rendering and digital painting and texturing. Led Clemson graduate students and Trident Technical College students in a local game jam, which resulted in the creation of an experimental playable game level called “Panda Plunder”.
- 2016-Present, *University of Maryland Global Campus, Adelphi, MD*  
**Associate Adjunct Professor** – “Graphic Communications”  
Taught undergraduate students enrolled in the Graphic Communications program at University of Maryland Global Campus about Digital Media Arts with a focus on animated graphic design using Adobe After Effects, Adobe Animate, Adobe Illustrator and Adobe Photoshop. Created capstone course in motion graphics GRCO 479 and assisted in the creation of GRCO 354 Digital Media.
- 2008-2019, *Trident Technical College, North Charleston, SC*  
**Lead Visual Arts Instructor** – “Commercial Graphics – Animation”  
Lead instructor at TTC since 2008, teaching students how to model, UV, texture, rig and animate. Added courses in game level design using Maya and the Unreal Engine and introduced sculptural texturing utilizing ZBrush and Maya. Instrumental in getting a grant for a 24-camera Optitrack motion capture system. Recently moved the Animation major

from the Visual Arts department to the new Media Arts Production (MAP) department at TTC. Developed nine new 3D animation courses for the new MAP major at TTC. The subject matter includes 3D modeling, UVing, texturing, rigging, animation and rendering with more in-depth study in game-art, animation and final production.

- 2008, *Savannah College of Art and Design, Savannah, GA*

**Teaching Assistant** – “Digital Design Aesthetics”

Collaborated on projects and coursework, led discussions, presented technical demonstrations, and assisted students with learning principles of design as it relates to art and game development

- 2005-2006, *Computer Career Institute at Johns Hopkins University, Columbia, MD*  
**Instructor** – “Digital Graphic Design” series for the Master Certificate Program

Taught concepts of art and principles of design, typography, page layout, illustration, color theory and brand identity.

## Related Experience

- 2019-2020, *Kiz Studios / You42 Productions*

**Production Consultant**

2019 – Brought on to help with the production of Visual Effects in the newly filmed television show *Dead by Midnight II*. Retopologized geometry on the main digital character. Separated UVs for assets in the “Jasper” episode of *Dead by Midnight II*. Modeled, rigged, textured and animated assets for “The Hellevangelist” episode of *Dead by Midnight II*.

- 2013-2015, *Freelance Contract Worker/Consultant*

2015 – Contracted to model, texture and rig six female assets for an unreleased feature animation. Acted as consultant during the motion capture sessions and assisted with the motion capture clean up. 2014 – Assisted with the modeling, texturing, motion capture and rendering for a 1.5-minute promotional animation for a company called GG Networks.

2013 – Taught a three-week course on the fundamentals of video game design at The Beaufort County Library in Beaufort, SC. Taught students the basics of the Unreal Developers Kit.

- 2007-2008, *Mighty Eighth Air Force Museum, Savannah, GA*  
**Project Manager and Student Lead Designer**

Oversaw a design team of 15 students in the creation of a WWII Bombardier Simulator within an existing B-24 Bomber, using the Unreal 3 engine in conjunction with an actual Norden bombsight

- 2007, *Electronic Arts, Tiburon, FL* **Consultant**

Created player head models and textures from 3D scan data according to Electronic Arts specifications and standards for Madden 2009

- 2000-2006' *The Zettler Group, Silver Spring, MD*

**Lead Interactive Specialist**

Served as the lead designer of all multimedia material including: 3D Modeling and Animation, Video Promotional material, CD-ROM and DVD Presentations, Video and Sound Editing. Managed graphic design, production and pre-press of *The Metro Services Guide*, Montgomery County's largest direct-mail newspaper

## **Presentations /Achievements**

- Host of the Digital Media Symposium during the Beaufort International Film Festival in Beaufort, SC (2022)
- Presenter at the Film and Digital Media Symposium during the Beaufort International Film Festival in Beaufort, SC (2022)
- The animated short film: *The Ghostly Lovers of Fripp Island*, is an Official Selection at the Beaufort International Film Festival in Beaufort, SC (2022)
- Panelist at the South Carolina Underground Film Festival in Columbia, SC. Presented Short Film: *The Ghostly Lovers of Fripp Island* (2021)
- The animated short film: *The Ghostly Lovers of Fripp Island*, is an Official Selection at the South Carolina Underground Film Festival in Columbia, SC (2021)
- Wrote and Directed the short animated film: *The Ghostly Lovers of Fripp Island* (2021)
- Lead Juror for the animation category in the Beaufort International Film Festival in Beaufort, SC. (2020)
- Award presenter in the category of Best Animated Short in the Beaufort International Film Festival in Beaufort, SC. (2020)
- Host of the Digital Media Symposium during the Beaufort International Film Festival in Beaufort, SC (2020)
- Speaker at the Digital Media Symposium during the Beaufort International Film Festival in Beaufort, SC (2020)
- Guest Speaker at the Game Developers Exchange in Savannah, GA. Presented Master's thesis: "Machinima: Postmodernism Continued" (2009)
- Presented screening of original Machinima short "Annabel Lee" at the Telfair Museum of Art during Technology and Art week (2008)

## **Awards and Grants**

- Sea Island Institute Grant: Lowcountry Historical Connections for Local Children (2021)
- Magellan Grant for student Bryanna Cantrell for Digital Sculpting in VR (2020)
- Winner of Best of Show, Entelechy (2008)
- Digital Media Endowed Scholarship, Savannah College of Art and Design (2007)
- SCAD Fellowship for Artistic Achievement (2006-2008)

## **Affiliations/Memberships**

- International Game Developers Association
- SIGGRAPH membership
- Charleston Indie Game Developers