

**Full Time
Teaching Experience**

Assistant Professor
St Josephs University

2018 - Present
Patchogue, NY

Graphic Design I & II

Challenging projects evolve from a basic understanding of the principles of graphic design, as well as using graphic software including Adobe Photoshop, InDesign and Illustrator. In level II, more advanced concepts require students to work through campaigns and presenting larger solutions to branding and design problems.

Advertising and Publication Design

In this course, students design and develop a variety projects and solutions for marketing campaigns relating to public relations, social outreach, and advertising.

****Web Design I & II***

In this course students explore the application of interactive design elements, composition, and narrative for the purpose of creating websites. Students develop thematic concepts and produce web pages while learning the basics of HTML and CSS coding to communicate through the new media in areas such as journalism, marketing and advertising. I created the second level to build on these foundations and use the advanced functions of HTML and CSS to create more in depth and dynamic sites. The emphasis is focused more on user experience, and meeting the most recent standards and trends in both design and implementation of technology.

****Interaction Design***

I created this course as a companion to our Web Design courses. Focusing more on the “why” than the “how”, students learn to generate design ideas quickly, prototype them, and then to use these prototypes to get feedback from teammates, clients, and users. They learn principles of visual design, perception, and cognition that inform effective interaction design.

****Game Design***

This course provides students the texts, tools, references, and historical context to analyze and compare game designs across a variety of genres. In teams, students design, develop, and thoroughly test their original games to better understand the interaction and evolution of game rules. The course covers various types of games, including sports, game shows, games of chance, card games, schoolyard games, board games, role-playing games, video games and more.

****Senior Project***

In their final semester students complete an independent study, and create self directed work for their senior exhibition. During the course the students document their process of research, experimentation and image making, and create a final printed companion piece, in both the form of a book as well as a website and video presentation.

****Senior Seminar***

Senior Seminar is a culminating experience in the Studio Art major. This course includes research into professional and business practices, creative practices, and career development. Where applicable, the seminar includes field trips to galleries, artist studios, or other venues tailored to the student's concentration and/or career aspirations. As a capstone project, seniors are required to write an artist statement and present a senior exhibition.

Independent Study in Various Media

I have conducted Independent studies with students from various majors in web design and multimedia design. Projects were specifically catered towards students interests and desired career goals.

****Internship in Digital Design***

Internship offers students an education/work combination that provides valuable professional experience within the art and design field. Students adhere to strict guidelines completing their internship in a professional environment. This is a unique opportunity to gain knowledge that may not otherwise be attainable within a traditional educational setting.

Committees and Service to the College

Academic Advising Committee -

I serve as an academic advisor for many of our art students, including any who have a concentration in Digital Art or Design, and every student who has taken on a Digital Design Minor.

Council for the Arts -

The Council for the Arts is a group of volunteers from the College and its surrounding communities who seek to foster and encourage an appreciation and enjoyment of the fine and performing arts. The council's ultimate goal is to develop a lasting appreciation of the arts, which will encourage active involvement either as participants or as informed spectators.

Faculty Technology Committee -

The objective of these meetings is to uncover new applications of technology that promote learning outcomes and scholarly activities, and to suggest ways in which our current use of technology or support could be extended or improved.

Academic Assessment Committee -

The purpose of the committee is to facilitate assessment efforts throughout the college, particularly those that affect teaching and learning. This committee also provides recommendations towards Middle States Evaluations for accreditation.

Department Assessment Facilitator -

The role of the AF is to act as assessment liaison between the Dept/Program, the Assessment Advisory Committee (AAC), and the administration. Responsibilities include:

- Collecting and entering assessment data for the department;
- Gathering and uploading relevant documents (rubrics reports. Etc) and other support materials;
- Updating Weave project annually, according to timetable set by administration;
- Facilitate annual assessment meetings with Dept/Program colleagues, and document Minutes
- Respond to peer review feedback in ways that are evidenced in the Weave project;
- Seek information by participating in workshops, webinars, and/or visiting the Assessment Portal, and engaging with Academic Assessment Coordinator and/or AAC members, as needed;

Digital Design Minor -

I mapped out, created, and proposed a new Minor for students. The Digital Design Minor is a six-credit minor that introduces students to the hardware, software and techniques utilized within the digital art fields. I also advise all of the students in the minor for scheduling and graduation requirements.

Tasty Design Challenge - Co-creator

The Tasty Design Challenge is a collaboration that I created with two other institutions (Carolina Coastal University and Pacific State University). The students in certain classes work with an outside client, to create a branding package for a restaurant. The students work in teams and compete with one another as well as the other two schools to best satisfy the clients, and be crowned as the winning team for the semester.

Additional Teaching Experience

CTE Teacher

Thomas A. Edison CTE High School

2016 - 2018

Jamaica, Queens, NY

I was hired to create a new curriculum for Digital Media and Commercial Art courses for a New York City Career and Technology School, specializing in college preparation. The classes I have taught including Digital Photography, 4d design, Web Design and Coding, App Creation and Development, Photoshop, Illustrator and InDesign.

In addition to teaching, I acted as the schools Project Based Learning Coordinator, where I was involved in attending specialized trainings across the country, and then cross training our faculty in the techniques I learned. This included my enrollment in the Verizon Innovative Learning Initiative, in which my students competed in Verizon Grant supported competitions for app development and digital solution creation.

I also ran the Photography Club as well as the Web Design Club.

Adjunct Professor Farmingdale State College

2014 - 2016 | 2018-2020
Farmingdale, NY

Digital Media and Methods

This course serves as an essential foundation for all subsequent courses in computer graphics. Students gain an understanding of how evolving technology applies to the visual communication industry and are introduced to the hardware and software utilized within the field, including the Adobe Creative applications. The terminology that we use as designers when dealing with technology are also stressed.

Desktop Publishing I

This course is a survey of the concepts and applications of graphic design, typography and page layout as they pertain to publication design. Emphasis is placed on effective communication, aesthetics, and conformity to corporate identity guidelines.

Publication Design II

This course is for the continuing exploration of graphic design, typography and page layout as they pertain to publication design. Students apply the concepts learned in prerequisite coursework to a variety of publication projects utilizing professional page layout software.

Introduction to Photography

This course is an introduction to the history, art and technique of photography. By utilizing their own cameras and commercial processing, students acquire the knowledge and skills necessary to produce well-composed and properly exposed creative photographs.

Introduction to Illustrator (Long Island Education Opportunity Center)

This course introduces students to the creation of original vector images and artwork, and explore digital illustration techniques to create imagery for a variety of projects and products.

Introduction to Photoshop (Long Island Education Opportunity Center)

This course introduces students to the use of Photoshop to create original artwork, edit, restore and retouch existing photography, correct and modify color and explore different digital image techniques to create composites and simulating a variety of special effects.

Adjunct Professor
St Josephs University

2014 - 2016
Patchogue, NY

Graphic Design I

Challenging projects evolve from a basic understanding of graphic software including Adobe Photoshop, InDesign and Illustrator as well as the principles of graphic design.

Advertising and Graphic Design

In this course, students develop individual projects to suit career needs. They will use the Adobe Creative software in the production of campaigns relating to public relations, marketing and advertising.

Web Design

In this course students explore the application of interactive design elements, composition, and narrative for the purpose of creating websites. Students develop thematic concepts and produce web pages using web popular software, as well as learn the basics of HTML and CSS coding to communicate through the new media in areas such as journalism, marketing and advertising.

Web Design Workshop

I created this course to build on the foundations laid in Web Design and uses the advanced functions of HTML and CSS to create more in depth and dynamic sites. The emphasis will be on creating sites that meet the most recent standards and trends in both design and their use of technology.

Independent Study in Various Media

I have conducted Independent studies with students from various majors in web design and multimedia design. Projects were specifically catered towards students interests and desired career goals.

Adjunct Professor
Suffolk County Community College

2009 - 2016
Brentwood, NY

Web Design for Photographers and Visual Artists

I created this course with the intention of introducing the concepts of website design and development to the photographer and artists with a focus on research, self-expression and self-promotion using image and web software. Software and code are used to create portfolio presentation websites, including biographical details, professional portfolio images and more.

Introduction to Computer Art

This course explores the computer as a tool for generating two-dimensional graphic images. It includes an overview of hardware components used to produce images including scanners, computers, monitors, printers and storage devices as well as their relationship to image quality. The course examines and explores software operations in relationship to the art-making process, primarily using Adobe Photoshop and Illustrator.

Dark Room PA

Worked as a supervisor and aid, helping photography students working with chemicals, developing film, prints working with enlargers and more. Responsible for storage, cleaning and disposal of chemicals.

Instructor
Executrain of Long Island

2008 - 2016
Farmingdale, NY

GRAPHIC DESIGN
CORPORATE IDENTITY
ADOBE INDESIGN
PHOTOGRAPHY
VIDEO EDITING
TIME MANAGEMENT
CONFLICT MANAGEMENT
PRESENTATION SKILLS

WEB DESIGN
ADOBE ILLUSTRATOR
ADOBE PHOTOSHOP
ANIMATION
MICROSOFT OFFICE
CAREER DEVELOPMENT
BUSINESS ETHICS

Innovated, planned and implemented curriculum for individual software applications, desktop publishing and business skill classes. The classes were typically 8-hour, hands-on classes for adult students.

Subjects Taught

Introduction to Digital Art
Digital Media and Methods
Graphic Design
Advanced Graphic Design
Advertising and
Publication Design
Web Design
(HTML, CSS)
Advanced Web Design
Interaction Design
Game Design
Senior Project
Senior Seminar
Internship
Digital Photography
Corporate Identity
and Communications
Electronic Illustration
(Adobe Illustrator)
Digital Imaging
(Adobe Photoshop)
Publication Design
(Adobe InDesign)
Photography
(Digital & Film)
Video Editing (Sony Vegas,
Premiere Pro, After Effects)
Animation (Adobe Flash)
Microsoft Office
Time Management
Career Development
Conflict Management
Business Ethics
Presentation Skills

Awards/ Publications/ Exhibitions /Certifications

2006 B.O.L.I. Gold Award (Best of Long Island in Advertising)
2017 - Verizon Innovative Challenge - 1 Team of Student Winners for App Design
2017 - 4 Student winners in The Photographic Federation of Long Island (PFLI) Contest
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Invited to present at the Design Principles and Practices Conference (event canceled)
AACTE 2008 Published and Presented Academic Research Study in New Orleans, La.
Fall 2018 - St Josephs College Gallery Exhibit “synesthesia”
Fall 2020 - St Josephs College Gallery Exhibit “Design-ING Education”
April 2018 - “E18hteen” artist exhibition show in Burlington, Vermont
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NYS Education with Math, Science and Technology Teaching Certification
NYS Art k-12 Teaching Certification
NYS Commercial Art 7-12 CTE Certification
PBL/ AMPED Certification
Adobe Certified Instructor

Education

Masters of Fine Arts
Vermont College of Fine Arts

Graphic Design
2018

Masters of Science
Dowling College

Education And Development
2008

Bachelor of Technology
Farmingdale State College

Visual Communications
2006

Professional Design Experience

Freelance Designer Various Companies

2004 - Present

Print and corporate identity design, web design and development, photography, video editing, system design and project management. Projects have included work for Adidas, Nike, Canon, Bose, Sony, Armani Exchange, Calvin Klein, and more.

Graphic Designer Dead On Design

2014 - 2016
Southampton, NY

I was in charge of project and work-flow management for multiple magazine publications. Other responsibilities included print and corporate identity design, web design and development and video editing.

Creative Director Skydive Long Island

2011 - 2014
Calverton, NY

Created and managed department to handle photography and videography for customers as well as our promotional material and advertising. Created all promotional videos and motion graphics, templates and workflow for customer videos. Handled all in house web design and advertising work and all social media interaction. Other responsibilities included customer interaction, hiring, scheduling, inventory, budgeting and cross department coordination.

Lead Designer Executrain of Long Island

2008 - 2016
Farmingdale, NY

Acted as lead for all in-house design and marketing decisions, including web design, social media campaigns, email campaigns, direct mail pieces and advertising. Also lead design teams for web and application projects created for various clients through the company.

Head of Design Polyplastic Forms Inc

2004 - 2008
Farmingdale, NY

Managed art and marketing department. Organized magazine and Internet advertising campaigns. Graphic design and advertising including ads, mailers, sell sheets and catalogs. Designed and maintained company's website.

Teaching Philosophy

I have done my best throughout the on-and-off periods of my formal education to never forget what it is like to feel like a student. As a perpetual student, and a perpetual learner, my rationale and approach to education is built around what I value as a student. This is so important to me, in fact, that I wrote my entire graduate thesis on what I felt made for a successful educational experience. I feel that a mix of attributes in an instructor such as passion, accessibility, academic authority, imagination, organization, clarity, and respect are all vital to a successful classroom. These attributes, together with responsible and respectful teaching practices can come together to create amazing educational opportunities for students and instructors alike.

My door is open. I stop what I'm doing to answer student questions, or if I can't, I arrange a time when I will be free. I am aware that for some students, it might be the first time they have taken the initiative, or perhaps overcome their own fears, to come and speak with a professor and I don't want it to be the last time. Meaningful discussions with professors at Farmingdale were some of the most inspiring experiences of my education.

On the following page I have included an excerpt that accompanied my graduate thesis exhibition and book. I feel that the points included in this image will accurately summarize what I believe in as a teacher. And I always welcome discussions on the subject so please reach out if you ever want to discuss these further, or see the entire publication for more content on the subject.