

AIMEE DOZOIS

Los Angeles, CA
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SUMMARY OF QUALIFICATIONS:

- M.F.A. in Film, Video and Computer Animation; B.A. degree in Art.
- CTE credential in Arts, Media, and Entertainment *and* Manufacturing and Product Development
- Teaching experience with graduate level, college and high school students.
- Production experience in special effects, animation and virtual reality industries.

TEACHING EXPERIENCE:

ROP Teacher, Media and Design Arts, Ulysses S. Grant High School
Los Angeles Unified School District, Regional Occupational Program, Los Angeles, CA
October 2007 to Present

- Lead Teacher: Center for Performing and Visual Arts, 2011 to 2015
- Department Chair: Art, 2016-17; Business and Computers Department, 2010 to 2012
- Member of Accreditation Team, Technology Committee and club sponsor.
- Curricula Design. Created and taught UC-AG approved courses: Graphic Design, Design and Media Arts, Animation. (180 hour courses).
- Responsible on a daily basis for 200+ students including Special Ed and English learners.
- Delivered professional development workshops regarding Work Based Learning, student portfolios and educational technology implementation.
- Work Based Learning Externship in screen printing and entrepreneurship, Summer 2011.
- Network administration of 40 computers in a Macintosh environment.
- Perkins Grant writing.

Adjunct Professor, Game Art and Design
Art Institute of Pittsburgh, Online Division, Pittsburgh, PA
December 2007 to December 2011

- Facilitated courses in online classroom environment.
- Taught Animation, Game Design and Drawing courses.

Graduate Teaching Assistant, University of Southern California (USC), Division of Animation and Digital Arts, Los Angeles, CA. August 2000 to May 2003

- Taught and supported classrooms for graduate and undergraduate animation students.
- Trained animators on 2D and 3D animation tools to support the production pipeline.
- Created software specific tutorials and user guides for animation students.

Guest Lecturer, USC School of Cinema Television, Los Angeles, CA
November 2000 to May 2003

- Taught storyboard workshops in graduate-level, animation writing class.
- Lectured on poster design for extension course on independent film making.
- Designed and delivered lectures for class of 20 students.

Instructor, Introductory Animation Workshop, USC Summer & Special Programs, Los Angeles, CA
July 2000 & 2002

- Instructed students in classical 2D animation techniques.
- Designed and delivered lectures; created course materials and documents.
- Supervised two additional animation instructors.

Instructor, Foothill Creative Arts Group, Sierra Madre, CA
Occasional 2000 to 2005

- Taught Printmaking and Origami classes.
- Lectured history and general principles of the art forms.
- Instructed technique, proper usage of tools and safety.

Teacher's Assistant, The Armory Center for the Arts, Walk to Art, Pasadena, CA
September 1995 to December 1996

- Taught and supported classroom education environment for students in grades 3 to 9.

PROFESSIONAL EXPERIENCE:

Freelance Graphic Designer for clientele of small business and non-profits, June 1995 to 2013.

- Collaborated with clients to create logos, stationery packages, t-shirts, mugs, posters, postcards, brochures, websites, one-sheets, DVD packaging, newsletters and seasonal mailings.
- Worked with professional printers to produce designed materials for clients.
- Provided technical support for clients regarding the use of digital artwork in business software.
- Worked with a variety of clients, with different tastes and communication styles.
- Typeset and printed stationery items with antique, letterpress, printing press.

Creative Director and Design Consultant, The Studio for Southern California History: Los Angeles, CA September 2005 to February 2007

- Designed graphic identity including logo, stationery, exhibit postcards and large format displays.
- Exhibit Designer and Project Manager for exhibit: Los Angeles Women: A Record of Experience.
- Directed staff and volunteers on fabrication and installation of exhibit.
- Created interactive stereoscopic viewing system and art for dollhouse installation.
- Spearheaded and managed a community quilt project that measures 8' x 20', incorporates traditionally sewn elements as well as video displays.
- Consulted and made recommendations on technology issues.

3D Environment Artist, USC Game Innovation Lab: Los Angeles, CA September to December 2005

- Worked with world-renowned project creator and lead artist Bill Viola.
- Responsible for translating the distinctive visual style of lead artist into texture maps.
- Created low-poly models and texture maps.

Lead Artist, USC Institute for Creative Technologies, Graphics Lab: Marina del Rey, CA November 2005 to 2006

- Editor of the video "Relighting Human Locomotion" accepted to SIGGRAPH 2006 Computer Animation Festival.
- Intrinsicly involved in all aspects of video production, including filming, editing, audio recording, special effects, compositing and DVD creation.
- Worked with HDV, DV and SD formats. Resolved various hardware and software issues.
- Prepared graphics, videos and slides for presentations
- Maintained consistent and professional quality of work in an intense production environment with overlapping deadlines.

Project Specialist, USC Institute for Creative Technologies, Sensory Environment Evaluations November 2003 to November 2005

- Contributed to creation virtual reality environments using 3D software and game engine tools.
- Produced and edited video and various graphics for presentations and marketing collateral.
- Supervised and coordinated the work of interns.
- Co-author of academic papers, contributed to project development ideas, created procedure scripts.
- Travel and presentations on use of our virtual reality (VR) system.
Ft. Benning Georgia: Trained and evaluated army rangers on use and effectiveness of VR
Washington D.C.: Trained lobbyist on how to present system to congressional staff
HCII conference, Las Vegas, NV: Presented system to peers in the VR community

Animator & Graphic Designer, USC Annenberg Center for Communication, Institute for Multimedia Literacy, Digital Production Team: Los Angeles, CA. April 2003 to November 2003

- Animated medical school lessons for educational CD-ROM.
- Designed marketing collateral and institutional documents.
- Advised staff and teachers on implementation of multimedia and software uses.
- Completed rush orders and worked on multiple projects with varying deadlines.

Graduate Research Assistant, USC Division of Animation and Digital Arts, Intel Grant Project: *Ivy Basket*, Los Angeles, CA. February 2000 to October 2001

- Developed animatics, 3D models and animations from concept art for interactive web project.
- Instructed production team on techniques and pipeline procedures.

EDUCATION:

University of Southern California, Los Angeles, CA

Master of Fine Arts in Film, Video and Computer Animation, December 2002

- Thesis Film: "The Dancing Quarter."
- Awarded Nickelodeon Fellowship.
- Awarded Phi Kappa Phi.

University of California at Santa Cruz, Santa Cruz, CA

Bachelor of Arts degree in Art, June 1995

- Emphasis in Drawing and Printmaking.
- Graduated with College Honors.
- Awarded Phi Beta Kappa.

CALIFORNIA TEACHING CREDENTIALS:

Clear Designated Subjects Career Technical Education Teaching Credential: Fulltime

Authorized Subjects: Arts, Media, and Entertainment *and* Manufacturing and Product Development

Clear Cross-cultural, Language and Academic Development Permit

INDUSTRY CERTIFICATIONS:

- Adobe Certified Associate in Interactive Media Using Adobe Flash Professional
- Adobe Certified Associate in Visual Communication Using Adobe Photoshop CS6
- Adobe Certified Associate in Graphic Design and Illustration Using Adobe Illustrator

COMPUTER CAPABILITIES:

Platforms: Macintosh and Windows

Software: Maya, Photoshop, Illustrator, Flash, After Effects, Premiere Pro, Dreamweaver, In Design, Final Cut, Motion, Unreal Tournament Editor, Unity3D, Microsoft Office...

Languages: Some experience with HTML, HTML5, JavaScript, ActionScript, and MEL

ADDITIONAL ACTIVITIES:

Grant Writing, U.S. Grant High School and The Studio for Southern California History.

- Perkins Grant writing resulting in \$300,000+ to build a media and design arts program.
- Successful program development and continuation of Perkins Grant awards from 2007 to present.
- Participated in grant writing workshop for private and public grants. Successfully funded art exhibit costs through grant awards.

SkillsUSA Advisor, U.S. Grant High School, CA, 2013 to Present.

- Founded local chapter of Career Technical Student Organization: SkillsUSA
- Supported and promoted CTE students in job readiness and skilled competitions.

N.A.A. Level 1 Certified Instructor, Pasadena Roving Archers, Pasadena, CA, July 2004 to 2006

- Taught basic archery techniques.

Museum Experience, Huntington Library, Art Collection & Botanical Gardens, San Marino, CA

- Digital Imaging Assistant, Rare Books Library Assistant, October 1996 to January 2000.

EXHIBITS:

CSUN Annual High School Invitational, January 2010, 2011, 2015

Foothill Creative Arts Group 50th Anniversary Faculty Show, August 2010

The Studio for Southern California History, January-May 2007.

Exhibit design and installation art for “Los Angeles Women: A Record of Experience.”

SIGGRAPH Art Gallery, August 2007.

Contributed as 3D Modeler for “Night Journey” a contemplative game created by Bill Viola.

SIGGRAPH Animation Festival, August 2006.

Contributed as Editor for “Relighting Human Locomotion” a short film directed by Paul Debevec.

PUBLICATIONS:

Seeing Double: Stereographic Image Making [Online Publication]

Dozois, A. *CTE Online* (May 2017). Published on <https://www.cteonline.org/curriculum/project/seeing-double-stereographic-image-making/Tqij7G>

The Effects of Scent and Game Play Experience on Memory

Tortell, R., Luigi, D., Dozois, A., Bouchard, S., Morie, J., Ilan, D. *Virtual Reality* (London, 2007).

The Fidelity of “Feel”: Emotional Affordance in Virtual Environments

Morie, J., Williams, J., Dozois, A., Luigi, D. *11th International Conference on Human Computer Interaction* (Las Vegas, NV; July 2005).

Development of a Data Management Tool for Investigating Multivariate Space and Free Will Experiences in Virtual Reality

Morie, J., Iyer, K., Luigi, D., Williams, J., Dozois, A., Rizzo, A. in *Applied Psychophysiology and Biofeedback* (2005).

PORTFOLIO WEBSITES:

www.aimeedozois.com

This website contains professional and personal artwork. The entire website and its contents were created by Aimee Dozois

www.studio401.org

This website is a showcase for Studio 401, the graphics program at U.S. Grant H.S. The program as well as the website was created by Aimee Dozois. Promotional videos on the site were created by Aimee Dozois, using student artwork.

www.studio401.org/galleries.html

This section of the Studio 401 website is a gallery of student work. The artworks were created by different students based on project assignments and lessons designed by Aimee Dozois.