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BACKGROUND

1. EDUCATION

2024-Present **Worcester Polytechnic Institute, Worcester MA**

Masters of Fine Arts – Interactive Media and Game Development

Expected to complete in December of 2026

2010 **The New England Institute of Art, Brookline MA**

Bachelor of Science – Media Arts and Animation

Graduated Summa Cum Laude in 2010

2. WORK EXPERIENCE

2012 **Argosy Medical/Visible Body, Newton, MA**

Medical Animator/3D Artist

I was responsible for the creation of various medical animations used for visualization, educational and broadcast purposes as well as being one of the artists who was working on their interactive Human Anatomy Atlas. Clients included Zimmer, DePuys, Cengage and CNN.

2012 **Treanor Bros. Inc., Providence, RI**

Freelance Character Artist

I created a set of modular character models for a third-person game entitled Pwned: Offensive Combat. This was a first- person, online shooter released by Activision that featured modular characters with swappable anatomical features.

2011 **Mustang Motorcycle Seats, Three Rivers, MA**

Freelance Artist/Animator

I created a 40 second product visualization animation that was featured on their home page for at least one year. The animation showcased the creation process of their motorcycle saddles.

2011 HMX Entertainment, Thousand Oaks, CA
Freelance Artist/Animator
I created a series of motion comic panels for an undisclosed project.

2010 Public VR, Cambridge, MA
Freelance Artist/Animator
I created a series of motion comic panels for an undisclosed, private project.

2010 Hitpoint Studios, Haverhill, MA
Freelance Artist/Animator
I created a set of character models for the Windows PC game Fate 3.

2009 Turbine Inc., Westwood, MA
Production Internship
As part of my production internship at Turbine, I was responsible for creating degrades (LODs) for in- game assets for the Lord of the Rings Online as well as designing some basic in-game assets.

TEACHING

3. TEACHING EXPERIENCE

2020 -Present Worcester Polytechnic Institute, Worcester, MA
Senior Instructor/Lecturer Interactive Media and Game Development

2012-20 Worcester Polytechnic Institute, Worcester, MA
Instructor/Lecturer Interactive Media and Game Development

2019 Harvard Summer School, Cambridge, MA
Instructor/Lecturer

4. TEACHING INNOVATIONS AT WPI

4.1 COURSES CREATED

IMGD 2048 – Technical Art and Character Rigging
This courses focuses on making digital art functional in a video game environment. Students will learn the skills necessary to create and optimize their art assets through several creative and technical solutions that are all geared towards making high quality game art. This course will allow students to form a greater understanding of the bridge between pure art creation and interactive art implementation into a game engine. The course explores the many problems and technical restrictions one is faced with when trying to implement anything from animated characters to textures and focuses on how one can creatively apply technology to achieve high quality results. Topics covered include: creating

complex character rigs, optimizing character meshes for rigging, shader creation, optimizing UV space and baking texture files and lighting.

IMGD 2222 – 2D Animation I

2D Animation I teaches students how to draw, pose, breakdown and in-between characters for 2D animation, focusing on weight, balance, timing, and movement to achieve well-structured and fluid animation. Lectures and projects are conducted to train students in the twelve classical animation principles using digital 2D media. Projects and lectures are designed to practice the fundamentals of traditional frame-by-frame and hand-drawn character animation.

IMGD 2333 – 3D Animation I

3D Animation I teaches students how to use 3D animation software to apply the 12 principles of animation into 3D work. Lectures focus on creating organic and compelling character animation through body mechanics, weight, and dynamic posing in addition to exposing students to learning how to think about character acting and staging within a 3D environment.

IMGD 3333 – 3D Animation II

This course builds upon the techniques learned in IMGD/AR 2333. Students will learn to apply the animation principles with a focus on character acting and cinematic animation. Students are taught how to tell a compelling, character-driven story through a focus on acting techniques such as body language, lip syncing, facial animation, and micro expressions whilst incorporating digital cinematography techniques. Additional topics covered may include creating 3D simulations for hair and cloth, biped and quadruped animation, and 3D animation pipelines. Students will create animated sequences that are intended to serve a narrative structure for games and other media.

4.2 COURSES REDEVELOPED

IMGD 2101 – 3D Modeling I

3D modeling is concerned with how to render created forms in a virtual environment. This course covers 3D modeling applications in video game development, film production, product design and fine art. Topics may include creating and armature, modeling organic and hard surfaces and sculpting using traditional techniques applied to a 3D model. Students will create works suitable for presentation in professional quality portfolio.

IMGD 3101 – 3D Modeling II

This course builds upon the skills learned in 3D Modeling I with studies in life drawing/anatomy study and application towards completed character models.

Students will create character and other 3D art assets for real time game environments and animation. Topics covered will be character design as it applies to 3D modeling, creating realistic design sculpts and incorporating them into a game environment, as well as the study of anatomy as it applies to organic modeling.

IMGD 4500 – Artistic Game Development II

This course focuses on the integration and organization of the various artistic elements used in game development. Over the course of a single term, students in IMGD 4500 will work together with students from IMGD 4000 – Technical Game Development II – to create a working, 3D video game. The course examines user interaction, interface design, and existing paradigms in current games. Students will combine elements of level design, animation, music, sound, and writing to create an aesthetically appealing game and will learn how to work together with students to create a video game production pipeline.

Japan Project Center Preparation/PQP

This course prepares students for the Japan Project Center as well as their Major Qualifying Project. Topics discussed range from Japanese culture to group dynamics and travel logistics.

5. COURSES TAUGHT & ENROLLMENT

5.1 AT WORCESTER POLYTECHNIC INSTITUTE

2019-25 Japan Project Center Preparation/PQP

Term	Enrollment
D25	6
D24	3
D23	5
D19	13

2016-25 IMGD 2222/AR 2222 – 2D Animation I

Term	Enrollment	Term	Enrollment
C25	24	C19	24

C24	23	D18	25
C23	25	D17 Section 02	23
C22	24	D17 Section 01	21
C21	24	D16 Section 02	22
C20	20	D16 Section 01	17

2016-25 IMGD 3333/AR 3333 – 3D Animation I

Term	Enrollment	Term	Enrollment
C25	21	C20	18
C24	24	C19	24
C23	23	C18	26
C22	20	C17	24
C21	25	C16	21

2016-25 IMGD 4500 – Artistic Game Development II

Term	Enrollment	Term	Enrollment
D25	24	D19	16
D24	14	D18	17
D23	12	D17	18
D22	15	D16	19

2014-25 IMGD 2201/AR 3101 - 3D Modeling II

Term	Enrollment	Term	Enrollment
B25	22	B18	21

B24	23	B17	19
B23	20	B16	22
B22	23	B15 Section 02	20
B21	22	B15 Section 01	21
B20	21	B14 Section 02	22
B19	20	B14 Section 01	23

2014-16 IMGD 2048 – Character Rigging and Technical Animation

Term	Enrollment
D16	17
B14	20

2012-25 IMGD 2101/AR 2101 - 3D Modeling I

Term	Enrollment	Term	Enrollment	Term	Enrollment
A25 Section 02	22	A20 Section 02	20	A15 Section 02	21
A25 Section 01	23	A20 Section 01	21	A15 Section 01	23
A24 Section 02	20	A19 Section 02	22	A14 Section 02	25
A24 Section 01	23	A19 Section 01	23	A14 Section 01	22
A23 Section 02	22	A18 Section 02	24	C13	24
A23 Section 01	21	A18 Section 01	23	A13 Section 02	21
A22 Section 02	20	A17 Section 02	22	A13 Section 01	24
A22 Section 01	21	A17 Section 01	23	C12	23

A21 Section 02	19	A16 Section 02	24	A12 Section 02	22
A21 Section 01	22	A16 Section 01	24	A12 Section 01	25

2012-15 IMGD 2201/AR 2201 – The Art of Animation I
(Retired and renamed course)

Term	Enrollment	Term	Enrollment
C15 Section 02	24	C13 Section 02	23
C15 Section 01	25	C13 Section 01	21
B15 Section 02	23	B13 Section 02	24
B15 Section 01	25	B13 Section 01	22
A15	25	A13	24
C14 Section 02	22	C12 Section 02	25
C14 Section 01	24	C12 Section 01	20
B14 Section 02	24	B12 Section 02	25
B14 Section 01	22	B12 Section 01	23
A14	23	A12	25

2012-15 IMGD 3201/AR 3201 – The Art of Animation II
(Retired and renamed course)

Term	Enrollment	Term	Enrollment
D15	24	D13	23
C15	23	C13	24
D14	21	D12	24
C14	24	C12	25

2012 HU 3910 – Animation Practicum

Term	Enrollment
D13	6
D12	8

5.2 ELSEWHERE

2019 DGMD S-4 - Digital Sculpting
Harvard Summer School

Term	Enrollment
Summer 2019	10

2019 Private, Online Zbrush Workshop
Online

Term	Enrollment
Summer 2019	8

6. UNDERGRADUATE PROJECT ADVISING AT WPI

6.1 MAJOR QUALIFYING PROJECTS

The Major Qualifying Project (MQP) is completed by every undergraduate. Generally undertaken in teams, this capstone project is an integral element of WPI's project-based education. MQPs are high-level research projects that address problems typical of those found in the student's professional discipline, and as such are coordinated through the student's academic department. At WPI, this serves as an undergraduate student's senior, capstone project.

2025 *Shinsekai Arcade*. Mia Bourguignon, Audrey Gross, and Jack Sheeran - *co-advised with Matt Ahrens (CS)*

Midnight Oil. Alexander Barker, James Cannon, Anthony diRuzza, and Brittany Firacca - *co-advised with Charlie Roberts (CS/IMGD)*

Motion Control Photography, Matthew Winchell - *co-advised with Andre Rosendo RBE)*

2024 *Inari*. Connor Peavy, Joe Volpato, Zhechuan Hu, Xingge Yang and Alessandro Brianti - *co-advised with Matt Ahrens (CS)*

Forging the Mythical: Figurines and Minis Creation. Lauren Waddick - *co-advised with Joshua Rosenstock (HUA/IMGD)*

2023 *Gnome Hollow/Biggest Damn Game Ever*. Kirsten Roethel, Garrett Sheehan, Alan Roush and Diego Arce - *co-advised with Gillian Smith (CS/IMGD)*

Jazz History Database Virtual Museum. Thi Quynh Ha Nguyen and Nicholas Pelletier - co-advised with Keith Zizza (HUA/IMGD) and Charles Roberts (CS)

2022 *Albanian Spaç Prison – An Interactive Application*. Kevin Dang, Duncan Bertetti and Daniel Stusalitus - co-advised with Robert Hersh (Global School) and Joshua Cuneo (CS)

Jazz History Database Virtual Museum. Nicholas Fish and Annie Higgins - co-advised with Keith Zizza (HUA/IMGD)

2021 *Factory Reset*. William Gaddis, Jack Riley, Kyle Trottier, Matthew Tucker Grimm - co-advised with Gillian Smith (CS/IMGD)

VISOM: Virtual Imaging Stereographic Ocular Mapping. Theodore Campbell , Lucas Fernandes, Marc Wicky Van Doyer, Noah Darveau, Roman Wicky Van Doyer, and Henry Elmhurst - co-advised with Wilson Wong (CS) and Yihao Zeng (CS)

Albanian Spaç Prison: Creating a Digital Reconstruction of the Spaç Historical Site – An Interactive Application. Anagha S. Late and Rory P. Sullivan - co-advised with Robert Hersh (Global School) and Joshua Cuneo (CS)

2020 *Reckoning*. Aaron Johnson, Paige Cox, Vincent Miller, Hannah Jauris and Edward Shaddock - co-advised with Jennifer deWinter (HUA/IMGD) and Mark Claypool (CS/IMGD)

Interactive Illustration. Dolores Jackson and Johnnie Jackson - co-advised with Brian Moriarty (IMGD)

Shotoku's Defense. Lisa Liao, William Lucca, Evan Plevinsky and Jose Li-Quiel **-** co-advised with Joshua Cuneo (CS)

Inguides – Kyoto AR Guides. William Campbell, Cole Granof and Joseph Pettiti - co-advised with Atticus Sims (Off-site Sponsor) and Joshua Cuneo (CS)

Firetruck Dispatch. Shiyi Lui, Yang Gao, Neer Jariwala and Christian Cedron - co- advised with Jason Orlosky (Ritsumeikan University, CS) and Joshua Cuneo (CS)

2019 *Babies and Basilisks*. Aaron Johnson, Paige Cox, Vincent Miller, Hannah Jauris and Edward Shaddock - co-advised with Brian Moriarty (IMGD) and Mark Claypool (CS/IMGD)

2018 *Impaired Vision Simulation*. Isaiah Cochran, Alexander Horton, Drew Tisdelle and Tommy Trieu -co-advised with Brian Moriarty (IMGD)

Doldrum. David Allen, Henry Jacob Wheeler-Mackta, Kelly Zhang, Kent Fong and Matthew Szpunar - co-advised with Gillian Smith (CS/IMGD)

2017 *Velum*. Connor Anderson Thornberg, Connor Andrew Mattson and Jie Weng - co-advised with Brian Moriarty (IMGD*)*

Streams of Nurture. Mitchell Sabbagh and Liam Miller - co-advised with Brian Moriarty (IMGD)

Battle Patrol. Christopher Dowding and Thomas Lourenco - co-advised with Brian Moriarty (IMGD)

ARIN. Graham Held, Isabella Schiavone, Dongjie Wang and Matthew Thompson - co-advised with Jennifer deWinter (HUA/IMGD)

2016 *Pied Piper*. Derek Johnson, Jake Hawes, Will Frick, Ben Korza, Dan Driggs and Caitlin Malone - Co-advised with Brian Moriarty (IMGD)

Virtual IMGD Art Museum. Rafael Angelo, Peter Salem, Aaron Segal, Kevin Zhao and Keenan Gray - co-advised with Chuck Rich (CS/IMGD)

2015 *Kairo's Odyssey*. Andrew Strout, Christ Turner, Doug Davis, Mark Foster and Kedong Ma - co-advised with Keith Zizza (HUA/IMGD)

2014 *Apple of Discord*. Bryce Dumas, Suzanne DelPrete, Robert Doyle, Benjamin Miller and Bolin Zhu - co-advised with David Finkel (CS/IMGD)

Gone. Sean Calvert, Logan Harrington, Jake Hawes and Cian Rice - co-advised with Britton Snyder (HUA/IMGD) and Keith Zizza (HUA/IMGD)

6.2 GLOBAL PROJECT CENTER ADVISING

The Japan Project Center is in partnership with Ritsumeikan University, Osaka, Japan. IMGD (and CS) students have the opportunity to work throughout the summer and the first term of the academic year, on-site in Japan. Throughout their time there, they work on their Major Qualifying Project (MQP) as well as a lab-based project with Ritsumeikan Faculty.

2024 IMGD Japan Project Center (MQP)
Ritsumeikan University, Osaka

2023 IMGD Japan Project Center (MQP)
Ritsumeikan University, Kyoto

2019 IMGD Japan Project Center (MQP)
Ritsumeikan University, Kyoto
Osaka University, Osaka

6.3 INTERACTIVE QUALIFYING PROJECTS

The Interactive Qualifying Project (IQP) is one of the most distinctive elements of the WPI Plan and WPI's signature project-based curriculum, giving every WPI student the experience of working in interdisciplinary teams to solve a problem or need that lies at the intersection of science and society. Unlike an academic course, this nine-credit-hour requirement involves students working in teams, with students not in their major, to tackle an issue that relates science, engineering, and technology to society.

2022 *2022: Beyond the Conferences*. Kateri Bajer and Connor Peavey - co- advised with Dean O'Donnell (IMGD) and Ben Schneider (IMGD)

2018 *The Exemplary WPI PAX Booth*. Aaron Graham, Alex Heber, Aidan Buffum - co-advised with Dean O'Donnell (IMGD)

2017 *The Ultimate WPI PAX East Booth*. *Erik Cerini, Kelly Zhang, Matthew Szpunarl - co- advised with Dean O'Donnell (IMGD)*

2015 *WPI Pax Booth IQP*. Jessica Taylor, Conner Porell. (Co-advised with Dean O'Donnell)

7. GRADUATE PROJECT ADVISING AT WPI

2021 *IMGD Multimedia Studio*. Abdah St. Fleur (Served as the Chair with Jennifer deWinter as the Reader)

2020 *A Javascript Library for Hybrid Physical/Digital Board Games*. Drew Tisdelle (Chair: Brian Moriarty, Reader: Gillian Smith, I served as the second Reader)

Eight Trigrams: A Level of 3D Puzzle Game for Cultural Transmission. Tianze Chen (Chair: *Lee Sheldon, Reader: Jennifer deWinter, I served as the second Reader)*

2018 *Palace of the Monarch*. Bolin Zhu and Jin Xiong (Chair: Jennifer deWinter, I served as the Reader)

8. INDEPENDENT STUDY PROJECT ADVISING

2025 *3D Game Asset Creation,* Mason Moore

2024 *Game Content Creation,* Ryker Germain

2020 *IMGD Portfolio Development,* Christian Adler

2019 *Hard Surface Modeling for Games,* Thomas Ward

3D Production for Games, Emma Lowry

2018 *Game Asset Development,* Laurie Mazza

2017 *IMGD Production Studio,* Laurie Mazza

2016 *2D Animation Basics: the 12 Principles,* Dillon deSimone

3D Character Design, Jie Weng

2015 *IMGD Portfolio,* John Guerra

2D Animated Short, Christopher Hanna

2014 *Character Rigging for Animation,* Sean McCarthy

2013 *3D Modeling Portfolio,* Anthony Russo

9. ACADEMIC ADVISING

Academic Year	Number of (IMGD) Advisees
2025	26
2024	24
2023	20
2022	17
2021	21
2020	18
2019	19
2018	15
2017	12
2016	8
2015	5

10. HONORS AND AWARDS RELATED TO TEACHING

2023 IMGD MQP Award
Gnome Hollow/Biggest, Damn Game Ever

2021 Provost IMGD MQP Award
Factory Reset

2019 Provost IMGD MQP Award
Babies and Basilisks

2018 Provost IMGD MQP Award
Impaired Vision Simulation

2017 Provost IMGD MQP Award
Velum

2016 Provost IMGD MQP Award
Pied Piper

2016 Faculty Champion Award

2015 Provost IMGD MQP Award
Kairo's Odyssey

11. PROFESSIONAL DEVELOPMENT RELATED TO TEACHING

In addition to my consulting work, I am continually redeveloping my portfolio and skillset. I stay on top of new developments in the areas of 3D graphics, animation and game development to ensure that my skillset remains current. These newly acquired skills are then quickly incorporated into my curriculum so that I can teach them to my students.

SCHOLARSHIP

12. PROFESSIONAL PRESENTATIONS

2018 Southwest Popular American Culture Association. *Creating Digital Characters: A Closer Look at The Digital Production Pipeline*. Albuqurque, NM.

2016 PAX East 2016. *Get Schooled: How can I make games for a living?* Boston, MA.

2016 Southwest Popular American Culture Association. *A Practical Approach to Creating Digital Characters*. Albuqurque, NM.

13. GRANTS

2020 *Mass Cultural Council,* Artist Support Grant
Artist grant rewarded to artists whose freelance/consulting work was negatively impacted by COVID.

14. PUBLICATIONS

2024 Unreal Engine Student Reel*,* character, "Roscoe," featured (at 1:29), distributed via a variety of channels:
https://youtu.be/KKg_YdFEAP8
My MFA project, "Roscoe" was featured in Unreal Engine's annual education showreel. Non-peer reviewed, work showcase.

2019 Rigging for Characters in 3ds MAX – Full Body CAT and CAT Facial Rigging (Part 2 of 2), Ralph Sutter*,* YouTube:

https://youtu.be/nP8K-aTcJ2M
Non-peer reviewed, tutorial

2019 Boston Voyager Magazine , *Art and Life with Ralph Sutter,* online magazine:
http://bostonvoyager.com/interview/art-life-ralph-sutter/
Non-peer reviewed, journal article

2014 Rigging for Characters in 3ds MAX - Facial Morphs and Spline UI (Part 1 of 2), Ralph Sutter, YouTube:
https://youtu.be/0XG1UJBfwW0
Non-peer reviewed, tutorial

2013 McCarthy, Michael . *How to cheat in 3ds MAX: Get spectacular results fast 2014*. Focal Press.
3D models and assets that I generated were used as illustrations within this publication. Additionally, my artwork was made available for download on the book's companion website. Peer-reviewed.

2010 Autodesk (2010). *Autodesk media and entertainment showreel 2010*. Distributed via YouTube:
https://youtu.be/tEm5rATNWlk
Two of my student animations were featured in Autodesk's annual education showreel. Non-peer reviewed, work showcase.

15. PATENTS

N/A

16. CONSULTANTSHIPS

2023 Service Corporation International (with FormLabs), Houston, TX
Consultant/3D Artist
I produced digital models that were used to forensically reconstruct human anatomy for cadavers in the funeral service industry.

2022 Tom Spina Designs/Regal Robot, Long Island, NY
Consultant/3D Artist
Digital production and restoration of film props based around the Star Wars property for the collectible market.

2019 Zbrush Workshop, Online Workshop, Lowell MA
Consultant/3D Artist/Instructor
I held an online, private Zbrush workshop attended by 6 industry peers for the duration of 2 weeks.

2019 Hitpoint Studios, Greenfield, MA
Consultant/3D Artist/Animator
I worked on creating a character model for their GoDot-based game, "Vikings."

2018 Argosy Medical/Visible Body, Newton, MA
Consultant/3D Artist/Animator
Created several art assets and animations for their interactive human anatomy atlas and modules and developed an educational, interactive, human beating heart module in Unity.

2018 Dynamic Menace Designs, Portsmouth, NH
Consultant/3D Artist
I created several digital art assets for 3D printing purposes as part of a private commission. These were then used to create physical statuettes.

2018 Chronicle Collectibles, Los Angeles, CA
Consultant/3D Artist
I created 3D models based on various Jim Henson properties to be produced as 3D printed collectibles.

2018 Pixomondo, Los Angeles, CA
Consultant/3D Artist
I created all of the 3D character assets for a theme park ride based off of the 20th Century Fox Alien and Predator intellectual properties. These digital assets were also used to create physical animatronics. Sadly, the theme park itself was never opened.

2018 Quantum Mechanix, Los Angeles, CA
Consultant/3D Artist
I created digital assets used in the creation of an officially, licensed collectible based off of Pennywise, the main character in Stephen King's IT.

2016-19 Petersen Games, Rockwall, TX
Consultant/3D Artist
I created 3D models for a variety of Petersen Games' board games, which were 3D printed as board game pieces.

2012 Studio Wink, Boston, MA
Consultant/3D Artist
I created 3D renders that were turned into illustrations, used in a brochure for the Autodesk Industry Award Ceremony of 2012.

2012 Murdrum Interactive, Indiana, IN
Consultant/3D Artist/Animator
I created several 3D character models, animations and designed promotional art for a video game, which was not released.

17. SCHOLARSHIP IN PROGRESS

2024 Tested/Adam Savage, San Francisco, CA
Consultant/3D Artist
I am working with my former student, Matthew Winchell, on creating an animatronic Grogu/Baby Yoda (from the Star Wars series, the Mandalorian) for Adam Savage as part of a private commission. This completed animatronic will be featured on his show, Tested.

18. PROFESSIONAL SOCIETIES

2008-2024 ACM Siggraph

19. EDITORIAL AND REFEREE ACTIVITIES

N/A

20. HONORS, AWARDS, AND OTHER RECOGNITION RELATED TO SCHOLARSHIP

20.1 ACADEMIC AWARDS

2010 Highest Honors in Media Arts and Animation
New England Institute of Art, Brookline, MA

2010 Animator of the Year
New England Institute of Art, Brookline, MA

2010 Intellectual Engagement Award
New England Institute of Art, Brookline, MA

2010 Best Animation Award
For my short film, "*Mime* Fight"
New England Institute of Art, Brookline, MA

20.2 ACADEMIC SOCIETIES

2008-2024 Alpha Beta Kappa
New England Institute of Art, Brookline, MA

SERVICE TO

21. PROFESSION

I am incredibly active within my art community and post my work regularly within several online community groups. I offer small-scale workshops to some of my peers on occasion. I also try to find consulting work that is relative to my field (a prime, recent, example being my collaborative work with Adam Savage on the Grogu/Baby Yoda animatronic for his YouTube channel, Tested.

All of my work and professional endeavors are geared towards creating compelling 3D art that can

either be used inside of an interactive, 3D environment (for entertainment, educational and gaming purposes) or I am working on creating 3D art that can then be turned into physical products (these range from toys and collectibles, to film props and animatronics).

22. DEPARTMENT AND UNIVERSITY

2021-25	IMGD Undergraduate Operations
2018-24	IMGD Art Faculty Committee
2017-20	IMGD Events Committee
2017-19	IMGD Graduate Committee
2015-18	IMGD Game Developer's Club
2015	IMGD Internal MQP Evaluation (Conducted with Jennifer deWinter, Dean O'Donnell and Britton Snyder)
2013-20	IMGD Facilities Committee
2012-24	IMGD Steering Committee

23. STUDENTS AT WPI

Aside from the academic support I provide to my advisees and the students who take my courses, I go out of my way to establish relationships with my students that allow for mentorship. I will meet with students regularly throughout the academic year to ensure that they are not just getting the most out of their academic career at WPI, but I will often provide career advice, portfolio/work feedback and have often served as a reference for students when applying for work.

Most recently, this has landed one of my students (Matthew Winchell) a job with Legacy Effects (San Fernando, California) where he has worked the past two summers on creating practical effects for a variety of intellectual properties; mainly Star Wars.

24. COMMUNITY

2020-24 Make-A-Wish: Star Wars/Mandalorian Events

I have been very active as a volunteer for the Make-A-Wish Foundation. I have made several visits to families and children's hospitals as the Mandalorian (from Star Wars). This ranged from meeting hospitalized children whilst in character, to hosting fundraisers.

2016-17 Tenant Representative - Perkins Park, Lowell, MA

In 2016, all of the tenants in a building that I lived in where suddenly notified that they were

going to be displaced by UMass Lowell, who were turning that building into a dormitory. I facilitated the litigation between the tenants and UMass Lowell, and ensured that the tenants were treated fairly and were properly reimbursed for being displaced. This took almost an entire year, in which I was the main point of contact for the tenants, and went to several meetings to represent them (town halls, meetings with UMass Lowell directly, speaking to state representatives, etc.).