Obtain a challenging and creative position in the computer science, animation/graphics education or training field. The job may include beginner and advanced modeling, texturing, character rigging, animation, graphic design /foundations, drawing, layout and software training.

Education

• DePaul University Chicago, Illinois M.S. in Computer Graphics and Animation September 2007
• The Illinois Institute of Art Chicago, Illinois B.F.A. Media Arts & Animation December 2002

Certification

• Quality Matters, Independent Applying the QM Rubric (Virtual) (APPQMR)
• The University of Alabama in Huntsville, Quality Education Practices Online Certification October 2020
• The Illinois Institute of Art Schaumburg, Illinois Motion Capture Certification September 2005
• Employment & Employer Services Chicago, Illinois Customer Service Certification April 2003

Technical Skills

Cross Platform: Pc/Mac
• Adobe: Photoshop, Illustrator, Animate, Muse, InDesign, Dreamweaver, Premiere Pro, After Effect, Acrobat
• Autodesk Maya: 3Ds Max, Mudbox, MotionBuilder, SketchBook Pro, Arnold Renderer
• Pixologic: ZBrush
• Marvelous Designer
• Allegorithmic: Substance Painter, Substance Designer
• DragonBones
• Esoteric Software: Spine
• Corel: CorelDRAW Graphics Suite, Painter, PaintShop Pro
• Microsoft Office Suite
• Vicon IQ (3D motion capture)

Art Skills

• Drawing: Graphite pencils, Pen & ink, Inked brushes, Color pencils, Charcoals, Chalk, Pastels, Markers
• Painting: Water colors, Acrylics
• Digital drawing & painting
• 3D Illustration

Learning Management Systems

• Canvas   • Smart LMS   • Blackboard   • Desire2Learn   • GradeFirst

Freelance

• Graphic design   • Web page design   • Illustration   • Animation   • Identity design   • Photo Retouching

Soft Skills

• Strong work ethic   • Strong communication   • Multitasking   • Ability to meet deadlines   • Fast learner
• Multicultural adaptability   • Customer service skills   • Flexibility   • Self-awareness   • Critical Thinking

Hard Skills

• 2D & 3D Animation   • 3D Modeling / Texturing / Rigging   • HTML 5 / CSS3   • Foreign language
• Social media   • Digital communication   • Online Teaching   • Online Class Development   • Design
• Organization   • Game Assets and Textures • Game development • Digital Sculpting • Motion graphics

• artstation.com/anetav   • youtube.com/c/AnetaV   • linkedin.com/in/aneta-urbanska

Teaching Experience

The University of Texas Rio Grande Valley
Assistant Professor of the Practice at
The University of Texas Rio Grande Valley
School of Art and Design
- Department of Graphic Design:

ARTS 4388 - 3D Animation
ARTS 4330 - 2D Animation

August 2021 – Present

• Prepared lesson plans, rubrics, instructional materials, tests, exercises, handouts, video tutorials, interactive content, supplemental materials.
• Created media learning content.
• Prepared Blackboard content for each subject.
• Attended College and Departmental meetings.

The University of Alabama in Huntsville
Lecturer of Animation at The University of Alabama
College of Arts, Humanities, & Social Sciences
- Department of Art, Art History, & Design:
Face-to-face and Online

ARS 220 - Animation: Introduction
ARS 322 - Animation: 3D Animation
ARS 329 - Animation: 2D Animation
ARS 327 - Animation; Visual Story Development
ARS 395 - St: Advanced Character Design
ARS 328 - Animation: Concept Art
ARS 325 - Animation: Hard Surface Modeling

August 2019 – August 2021

• Prepared lesson plans, rubrics, instructional materials, tests, exercises, handouts, video tutorials, interactive content, supplemental materials.
• Developed and Taught Online classes.
• Submitted Attendance / Grades.
• Created media learning content.
• Prepared Canvas content for each subject.
• Attended and aided University Events.
• Attended College and Departmental meetings.
• Student Advising.
• BFA reviews.
• Animation and Graphic Design BFA Exit Reviews.

Woosong University
Assistant Professor of Game Design at Woosong University
School of Digital Media
- Department of Game and Multimedia:
- Department of Media-Design:

Introduction to Animation (1st year)
Animation for Gaming I (2nd year)
Animation for Gaming II (3rd year)
Advanced 3D Modeling (2nd year)
Practical Game Animation (3rd Year)
3D Modeling Applications (2nd year)
Game Project Practice (1st, 2nd and 3rd year)
Game Content Project (2nd year)
Game Scene Modeling (3rd year)
Game Character Modeling (2nd and 3rd year)
Game Illustration (2nd and 3rd year)
Game Interface Design (3rd year)
Game Creation Tools (1st and 2nd year)
Game Production Practice (2nd and 3rd year)
Game Production Application Project (3rd year)
Creative Thinking & Software (1st year)
Creative Thinking & Development (1st year)
Creative Game Design (3rd Year)
Web Contents Production (2nd and 3rd year)
Next-Generation Contents Research (4th year/Capstone)

August 2014 – August 2018

• Prepared lesson plans, rubrics, instructional materials, tests, exercises, handouts, video tutorials, interactive content, supplemental materials.
• Submitted Attendance / Grades.
• Created media learning content.
• Prepared Smart LMS content for each subject.
• Attended University Events.
• Attended industry related trade shows, conferences & seminars.
• Student Advising.
• Representative Professor for Present student club.
• Proposals:
2014 – Implementation of learning management system. Implemented in 2015.
2014 – Change to lab class schedule from 1:45 minutes twice a week to 3 hours, once per week. Implemented in 2015.

Olive-Harvey College

January 2012 – August 2014

Adjunct Faculty at Olive-Harvey College /
City Colleges of Chicago
- Department of Business & Information Systems:

Information Technology Problem Solving
Introduction to Microcomputers
Beginning Internet - web scripting
Advance Internet - web scripting
System Analysis and Design
Introduction to Word Processing on Microcomputers

• Prepared lesson plans, rubrics, instructional materials, tests, exercises, handouts, video tutorials, interactive content, supplemental materials.
• Submitted Attendance / Grades.
• Attended ongoing faculty development programs and workshops.
• Attended department meetings.
• Attended on-campus activities.
• Prepared Blackboard content for each subject.

The Art Institute of Pittsburgh

August 2011 – August 2014

Adjunct Faculty at The Art Institute of Pittsburgh
- Online Division
- Department of Game Art and Design:
- Department of Media Art and Animation:

2D Animation for Game Art and Design
Life Drawing & Gesture for Game Art and Design
Drawing & Anatomy for Game Art and Design
Life Drawing for Animation
Advanced Life Drawing For Animation
Drawing and Anatomies
Advanced Software - Maya / 3DS Max
Advanced Software II - Maya / 3DS Max
Advanced 3D Modeling - Maya / 3DS Max
Survey of Animation
Cinematic Storytelling
Intermediate 2D Animation

• Taught online courses, interacted with students in real time in a remote environment.
• Facilitated online learning and discussions.
• Created individual oriented video responses to submitted assignments.
• Developed interactive web-based courses, training, and eLearning materials.
• Prepared instructional material, video tutorials, interactive content, supplemental materials, and transcripts.
•Linked to online resources.
•Attended online faculty development workshops and programs in real time in a remote environment.
• Attended online department meetings in real time in a remote environment.
• Maintained student community through implementation and management of policies, procedures and services designed to assist students in meeting academic goals and plagiarism prevention.
• Monitored retention, registration and academic statistics and report to Program Director on a quarterly basis.

The Illinois Institute of Art

September 2007 – August 2014

Adjunct Faculty at The Illinois Institute of Art - Schaumburg
- Department of Foundations:
- Department of Graphics Design and Web Design:
- Department of Web Design and Interactive Media:

Design Fundamentals
Foundation of Drawing
Color Theory
Observational Drawing
Design Drawing
3-D Design
Electronic Imaging
Electronic Design
Database Management
Web Scripting
User Centered Design
E-Commerce and Site Design
Fundamentals of Interactive Design
Independent studies

• Prepared lesson plans, instructional material, rubrics, tests, exercises, handouts.
• Submitted Attendance / Grades.
• Participated in departmental meetings.
• Attended & lead faculty development workshops and programs.
• Attended school activities.
• Attended on-campus activities.
• Substituted when needed.
• Improve and develop material for Online E-companion.
• Research new publications for the school library.
•Attended Task Force meetings.
•Research new publications for design and drawing classes.

• artstation.com/anetav   • youtube.com/c/AnetaV   • linkedin.com/in/aneta-urbanska

Oakton Community College
Adjunct Faculty at Oakton Community College /
Skokie campus
- Department of Art and Design:

Web Graphics / Page Design
3D Animation and Multimedia
3D Illustration-Maya

January 2011 – August 2014

• Prepared lesson plans, rubrics, instructional materials, tests, exercises, handouts, video tutorials, interactive content, supplemental materials.
• Submitted Attendance / Grades.
• Attended ongoing faculty development programs and workshops.
• Attended department meetings.
• Substituted when needed.

East-West University
Adjunct Faculty at East-West University
- Department of Computer and Information Science:

Computer Technology & Application

April 2011 – December 2011

• Prepared lesson plans, rubrics, instructional materials, tests, exercises, handouts, video tutorials, interactive content, supplemental materials.
• Submitted Attendance / Grades.
• Students Advising.

Westwood College
Adjunct Faculty - Game Department

Drawing & Perspective

July 2009 – September 2009

• Teaching and Student advising.
• Took Attendance and submitted grades.
• Prepared and submitted lesson plans.
• Prepared tests, exercises, handouts.
• Research new publications for the school library.

ITT Technical Institute
Adjunct Faculty - Animation Department

3D Modeling

June 2006 – September 2006

•Teaching and Student advising.
•Took Attendance and submitted grades.
•Prepared and submitted lesson plans.
•Prepared tests, exercises, handouts.