

# CURRICULUM VITAE

University of Idaho

**NAME:** Rayce Bird

**DATE:** 2/3/2020

**RANK OR TITLE:** Clinical Assistant Professor

**DEPARTMENT:** Virtual Technology & Design

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**DATE OF FIRST EMPLOYMENT AT UI:** August 2013

**DATE OF TENURE:** untenured

**DATE OF PRESENT RANK OR TITLE:** August 2015

## **EDUCATION BEYOND HIGH SCHOOL:**

**Degrees:** Bachelor of Science, University of Idaho, Moscow, ID, May 2011, Virtual Technology & Design.

**Certificates and Licenses:** N/A

## **EXPERIENCE:**

### **Teaching, Extension and Research Appointments:**

- Currently working as a Clinical Assistant Professor for the Virtual Technology and Design program at the University of Idaho (2015 – present). Most of my teaching responsibilities are focused in the VTD design studios and VTD technical courses. I create and administer projects focusing on the processes and principles of design thinking, industry techniques and workflows, and professional practice. I am also responsible for mentoring and advising students within the VTD program.
- Currently working as an author for Lynda.com (Linked In). I am responsible for the course development and recording of various courses relating to digital character/creature design and the techniques involved in creating visual content. I recorded my first course in March of 2015 and created 3 more in the spring of 2016. My most recent contribution to Lynda.com was released in the early summer of 2017.
- Worked as a temporary instructor for the Virtual Technology and Design program at the University of Idaho (2013 – 2015). Most of my teaching responsibilities are focused in the Junior and Sophomore design studios. During this time, I helped create curriculum, design projects/processes and technical workflows for both pre-existing and new courses. I was also responsible for mentoring and advising students within the VTD program.
- Worked as a coach / instructor for season 8 of the hit television series Face Off on the Syfy channel (aired 2015). During the summer of 2014, I was hired by Mission Control Media to coach / instruct contestants for the series. My daily responsibilities were to help contestants conceptualize, fabricate and execute numerous weekly challenges related to the design and technical processes of special FX makeup.

### **Consulting:**

- Hewlett Packard (HP) – Design Consultant (Product Tester): In the fall of 2017, I had the opportunity to do some design consultation for HP on their new 2 in 1 device called the Zbook X2. Since connecting with HP I have done a couple product demonstrations at B&H Photo Video in New York and in Los Angeles at the Adobe MAX conference.
- Evermore Park – Consultant/Designer: In the summer of 2017 I started design work for Evermore Park in Utah. The park officially opened in the fall of 2018 for the Halloween season.
- Adobe Photoshop- Design Consultant: Hired in 2012, I have been helping Adobe Photoshop with software development and conference theme/class design.
- Universal Studios Japan – Design Consultant, Concept Artist and Art Director. Since 2015 I have been working with Universal Studios Japan with conceptual work and on-site art direction for Halloween Horror Nights.
- VAIO (Sony) – In January of 2014, I helped Sony evaluate their new personal computing device (VAIO duo 13). The design consultation and evaluation eventually led to the design and release of the VAIO Z canvas in October of 2015.
- Samsung – In the fall of 2012 I helped Samsung (through Adobe) by testing and consulting the usability and user experience of their stylus pens for the Galaxy 10.1 (released in August 2012).

**TEACHING ACCOMPLISHMENTS:** (Academic and Extension teaching)

**Areas of Specialization:** Design Process, 3D Modeling/Sculpting, Digital Painting, Visual Communication and Storytelling, Character Design and World Building.

**Courses Taught:** (title, course number, date(s))

- Introduction to Virtual Design, VTD 152, spring 2014, 2015, 2016
- World Building 3 and 4, VTD 153/154, spring 2017
- Introduction to 3D modeling, VTD 244, fall 2013
- Advanced Modeling, VTD 245, fall 2017, 2018, 2019
- Advanced Character Design, VTD 404/VTD 380, spring 2015, 2016, 2017, 2018, 2019
- Virtual Design 1 & 2, VTD 253/254, fall/spring 2013, 2014, 2015, 2016, 2017
- Virtual Design 3 & 4, VTD 355/356, fall/spring 2013, 2014, 2015, 2016, 2017, 2018, 2019
- Capstone Design Studio 1 & 2, VTD 457/458, fall/spring 2017/18 and 2019/20
- Other Media, VTD 404\_03, fall 2016

**Students Advised:**

Undergraduate Students: 35 to completion of degree, 15 students per year)

Graduate Students: N/A

Advised to completion of degree-major professor N/A

Served on graduate committee N/A

**Materials Developed:** N/A

**Courses Developed:** Advanced Character Design, Advanced Modeling 245, Virtual World Building 3 & 4, Virtual Design 1,2,3 & 4.

**Non-credit Classes:** Digital Painting Workshop (fall 2012 and spring of 2014).

**Honors and Awards:** N/A

**SCHOLARSHIP ACCOMPLISHMENTS:**

**Publications, Exhibitions, Performances, Recitals:**

- Currently working as a Design Consultant for Adobe Systems Inc. My responsibilities vary from project to project based on the needs of the specific event. Most of the work I do with Adobe is related to the Photoshop team and creative director Russell Brown. I help Russell with thematic design as well as project testing and character fabrication. Adobe has also connected me with various hardware and software companies, where I have helped with research, product evaluation and design consultation. Some of the companies I have worked with are Sony (VAIO), Samsung, HP and Wacom.
- In the summer of 2015, I was hired by Universal Studios Japan as a Scenic Designer / Art Director for their annual event “Halloween Horror Nights”. I was asked to provide concept art and visual direction for three separate attractions at the Japan based theme park. Once the designs were approved, I was then hired as an on-site Art Director for the same attractions. Since 2015, Universal Studios Japan has continued to hire me for this seasonal event.
- Currently working on designs and development for two new theme parks in Okinawa and Yokohama, Japan for an Entertainment & Marketing company, Katana Inc. Design and development for these projects started in the spring of 2019.
- From 2012 to 2013 I worked as a simulation designer / software programmer for the Naval Reactors Facility in Idaho Falls, ID. I was contracted to design and produce two simulators focusing on safety hazards and protocols regarding nuclear fuel and reactor cooling. Our reactor cooling simulator would go on to win an achievement award for Innovation in Operations Training.
- I am involved in various freelance work and business ventures focusing on art and design. I have worked on low budget films mainly in the early development / conceptual phases, these titles include: Portal Popperz, Agent of the Month, Dark Contact, The Monster Project, Along came the Devil, Street Fighter, Aurora and The Will of the Wisp. During the Spring of 2017, I had the pleasure of working on a movie called Puppet Master: The Littlest Reich. For this project, I created digital artwork used for 3D printed props and characters. This film is currently in post-production and should be released some time in 2018.
- Productions (Personal and Collaborative)
  - Dark Oz – adaptation of the Wizard of Oz, developed treatment, screenplay and storyboard (since 2013).
  - Cryptids: Legends Unproven – Video Game collaboration with a small team of designers/developers (since 2017).
  - The Atargati Prince – Collaboration focusing on character design and world visualization (since spring 2017).
  - Double Crossed – VR storytelling project in collaboration with Jean-Marc Gauthier (vtd) and Matthew Sutton (wsu). Project started in the fall of 2018 and developed for proposal in the spring of 2019.
  - Quantum Rider – Horror themed VR experience. Collaboration with a small team of Designers and Game Developers. (fall 2019).

**Honors and Awards:**

- In 2012, software programmer Chad Linsenmann and I, won an achievement award for our innovative reactor cooling training simulator designed for the Naval Reactors Facility. The simulator was used by the operations training department to help with procedure retention and testing.
- In 2011 I was the season 2 champion of Syfy’s hit television series Face Off. This is a reality competition focused on the art and design of Makeup FX for film and television. Me and the other contestants were asked to design and construct makeup designs in weekly challenges.

- In 2010 I created digital artwork for the Blue Mag, which was a sports-based magazine for Boise State University. The image was a post-apocalyptic themed promotion of the Boise State football team during it's "decade of dominance" promotion.

**SERVICE:**

- In the spring of 2016 I served on a search committee for an Advising Specialist for the College of Art and Architecture. The search started in the fall of 2015 and concluded in the spring of 2016.
- I served on another search committee for the College of Art and Architecture. This was for a regular faculty position in the department of Art & Design. The search started in the fall of 2015 and concluded in the spring of 2016.
- I am currently part of the third-year VTD application review committee.
- I am also a part of the VTD Curriculum and facilities committee, which includes the entire VTD faculty.
- I am currently an advisor for VDS, a student group focusing on designing in the virtual universe.

**PROFESSIONAL DEVELOPMENT:** (workshops and seminars attended)**Teaching:**

- FX University: In the summer of 2016 I worked with other FX artists from the film industry to create a series of workshops held in Atlanta, GA.
- World Con: In the fall of 2015 I held a special FX workshop at the famous World Con held in Spokane, WA.
- Adobe MAX: In September of 2014 and October of 2015, I had the opportunity to administer a Photoshop to Zbrush demonstration/workshop.
- Idaho State University (Cosmetology Department): Makeup FX demonstration/presentation of a custom character design.

**Scholarship:****Outreach:****Administration/Management:**