

JERRY KOWALCZYK

ART DIRECTOR & EDUCATOR

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WORK EXPERIENCE

10/2013 to Present

Game Art Workshops

- Introducing new tools
- Production systems
- Portfolio evaluations
- Mentoring

2008 – 9/2012

Art Institute of California, Los Angeles Department Director, Game Art and Design

Responsibilities:

- Providing academic leadership, selecting, training, developing, and managing faculty
- Providing input into planning and implementation of annual budget including personnel, program expenses, and capital needs
- Assessing and monitoring programmatic institutional effectiveness and student learning outcomes
- Collaborating with other Academic Department Directors within school and across schools: scheduling, sharing faculty, and developing rubrics for institutional effectiveness
- Fostering students' achievements, academic persistence and success
- Instructing portfolio level game art and design students
- Supervising Game Wizards production classes: developing mods projects using UDK, Unity and Flash, creating and maintaining constructive system of critiques and feedbacks, reinforcing team-building skills and building communication and problem solving skills

Spark Unlimited Inc. Los Angeles

Game: Turning Point: Fall of Liberty

Art Director

Release Date: February 26, 2008

Platform: PS3, Xbox 360, PC

Genre: Action (FPS)

Publisher: Codemasters

Responsibilities:

- Establishing next-gen visual direction and production standards
- Leading and supporting multiple artists and teams (under scrum system)
- Identifying problems that can be addressed visually and provide solutions
- Creating and assisting with management of schedules and planning
- Conducting critiques with clear and consistent direction to the art team
- Responsible for mentoring, training, and performance evaluations for art teams and individual artists
- Conducting job interviews--being part of the decision making process
- Collaborating with programmers, animators and designers

Spark Unlimited Inc. Los Angeles

Game: Call of Duty: Finest Hour

Senior Artist

Release Date: November 16, 2004

Platform: PS2, X-Box, Game Cube

Genre: Action (FPS)

Publisher: Activision

Responsibilities:

- Aesthetic design of multiple levels
- Building 3D environments and props
- Texturing & lighting
- Assisting Art Lead in maintaining schedule and tasks creation

Electronic Arts, Los Angeles

Game: Medal of Honor, Frontline

Environment Artist

Release Date: May 28, 2002 (PS2)

Platform: PS2, X-BOX, Game Cube

Genre: Action (FPS)

Publisher: EA

Responsibilities:

- Aesthetic design of multiple levels
- Building 3D environments and variety of assets
- Texturing & lighting

DreamWorks Interactive, Los Angeles

Game: Medal of Honor, Underground

Produced by Steven Spielberg

Environment Artist

Release Date: October 23, 2000

Platform: PS1, Game Boy Advance, Playstation Network

Genre: Action (FPS)

Publisher: EA , Destination Software

Responsibilities:

- Aesthetic design of multiple levels
- Building 3D environments and variety of assets
- Texturing & lighting

Electronic Arts, Redwood Shores

Game: Knockout Kings 2000

FX and Texturing

Release Date: 1999

Platform: Nintendo 64, Playstation

Publisher: EA Sports

Responsibilities:

- Character texturing
- Designing and creating FX
- Collaborating with programming team (FX)

EDUCATION

M.F.A. Academy of Art College San Francisco, CA

Major: Computer Arts

MANAGEMENT

TRAINING

- J. McNeil & Associates, Inc.
- Leadership at 12 O'clock High with David Hutton