

NICK SPENCER

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SUMMARY OF QUALIFICATIONS

- **A Senior Level Designer** with skills covering **Print, Video (Motion Graphics) and Interactive Graphics (Internet)**.
- An integral member of design teams in developing new media.
- Experience with **international companies** in the United States and Asia.
- **Professor of digital graphics** at the graduate and undergraduate level.
- Creative direction and management.
- **Foundational understanding of graphic software and workflows.**
- High competency with **Adobe Photoshop, Illustrator, After-Effects** (Motion Graphics), **InDesign, Premiere** (Digital-Video), **Dreamweaver and Apple's Logic Pro** (Digital-Audio)
- A **Musician/Composer** experienced in working with recording studios and post-production facilities. Over 30 years of study and professional playing in Jazz, Blues and Improvisational piano. Teachers include Toby Tate, Butch Thompson (Garrison Keller Show), Dave Matthews (Tower of Power) and Kit Walker (Windom Hill recording artist).

EDUCATION

School of Visual Arts, New York, NY, Masters in Computer Arts (MFA). Awarded Scholarship.
Macalester College, St Paul, MN, BA in Fine Art (Honors)

PROFESSIONAL EXPERIENCE AND PROJECT CONSULTANCIES

Full-time Faculty/ Associate Professor

Northern Virginia Community College (Communications Design Department)

Alexandria, VA (Washington D.C. Metro Area)
2004 Spring - Present.

Teaching 16 classroom hours in a variety of graphic design disciplines inclusive of: Graphic Skills (Introductory course), Interactive Design 1 + 2 (A.A.S degree), Web Design 1 + 2 (Certificate), Multimedia 1 + 2 (Certificate), Animation 1 + 2, Typography and Portfolio (Capstone). NOVA offers a two-year AAS degree grounded in all aspects of design fundamentals focused on: Print, Multimedia and Interactive Design. Technical training is focused on Adobe software: Photoshop, Illustrator, InDesign (Print), AfterEffects, Dreamweaver (HTML, CSS, CSS3, HTML5, DHTML and RWD). Also included are studio classes focused on digital audio and digital video. Other duties include: Hiring committees, student advisement, advisory board and professional outreach, curator of annual student show, mentoring adjuncts and curriculum development to maintain contemporary levels of instruction. Past Chair of advisory board for professional outreach. A primary author in proposal for the multimedia degree program introduced in Fall 2009.

Principal/Creative Contractor, Nick Spencer Design (www.nickspencerdesign.com)

New York City (NY), Washington DC, San Francisco (CA), Shanghai (CN)
1983 – Present

After apprenticing to George Gray Studios, and contracting as in-house graphic talent to ad agencies, newspapers and studios in New York City, Nick Spencer Studio was established as a commercial art business in 1983 on Park Avenue and 34th street in New York City. This studio provided a host of graphic design services inclusive of editorial and advertising print design, branding, illustration and photo-retouching, serving a clientele in New York and Washington DC. As a member of the Graphic Artist Guild of New York, I participated in the issues concerning the design industry. After attaining my Master degree from the School of Visual Arts (NY) in 1994, Nick Spencer Studio evolved into Nick Spencer Design. As an independent contractor for creative services in San Francisco, Shanghai (CN) and Washington DC, services

provided address a broader diversity of media projects, focus on the creation of digital content for the broadcast, internet and graphic industries. The range of content creation includes the design and production of 2D and 3D graphics and animations for commercial broadcast, as well as web-site development and all facets of graphic design.

Full-time Faculty, ITT Technical Institutes (Multimedia Department)

Springfield, VA (Washington D.C. Metro Area)

2004 Spring and Summer Semesters.

Teaching five classes (25 classroom hours) in Visual Design Theory, Interactive Communications (Level I and II), Broadcast Design, 3D Modeling and advising on the Capstone Project (Final Thesis). In addition to introducing students to professional practices, history and concept development, courses include instructing a robust knowledge of computer graphic soft wares: Photoshop, Illustrator, Director (Lingo), Flash (Action-Scripting), After-Effects, 3D MAX and other supportive programs and utilities. Duties also include advising students outside of classroom hours and curriculum development. Responsible for the assessment and management of student's records using Oracle software.

Program Director of Multimedia Design

LaSalle-DHU International Design College in Shanghai, China

October 2002 to November 2003

Re-structured Multimedia Department for LaSalle-DHU International Design College in Shanghai, China. Assigned as Chief Operating Officer of the multimedia program and management of (6 full-time-6 part-time) Lecturers. Responsibilities included working closely with the school's Vice Dean to ensure that enrollment targets set for each academic semester were achieved or exceeded. In addition, coordinated department courses (Forecasting) for students and resources per semester and advised on the hiring, evaluation and supervision of all lecturers. Successfully managed (4) semesters of the Multimedia Program for the LaSalle-DHU International Design College and **doubled enrollment**. Conducted (4) Open Houses as MM Director to market department's vision and direction. Successfully taught (16) semester classes. Personally advised numerous students, special students and parents. Created online solution for foundation design classes.

Senior Graphics Designer/Webmaster, WIS Technologies, Inc.

1999 to 2001 (Full-time Contract)

- **Designed and maintained corporate website and e-commerce solution.**
- Developed user interfaces with software engineers resulting in the production of proprietary MPEG and MP3 technologies.
- **Designed the WIS MP3 "PowerPlayer" which resulted in over 30,000 downloads.**
- Designed print collateral for corporate mission and products.
- Liaison to manage relations and correspondences for Chinese engineers and executives.
- **Co-produced and acted as the company spokesperson for ITV's television series ".com" with Mark Hamill.**
- Tested and evaluated emerging MPEG4 technologies.
- Managed alternative Internet solution during NorthStar ISP crisis in Silicon Valley.

Senior Designer/User Interface and Interactive Design, Digiscents Inc.

July 2000 to February 2001 (Fulltime Contract)

- Worked as an integral part of engineering team (SkunkWorks) to developed interface design and end-user logic that resulted in the **first working prototype of a device that could transmit scents over the Internet.**
- Developed system to implement consistence-branding policies.
- **Designed demos for investors and trade shows which resulted in over \$10M of venture funding.**
- Designed splash screens, interactive media and supporting graphics for Digiscents's Developer software and corporate website.

Adjunct Faculty (Masters Program), San Francisco Academy of Art College (Now known as "Academy of Art University")

1998 and 1999 (4 Semesters)

- Taught computer graphics: 3D modeling, animation, and rendering, post-production, compositing and special effects.
- Taught basics of the UNIX operating system as it was utilized for computer animation and digital graphics.

- Critique and taught strategies for pre-visualization through storyboarding and understanding the fundamental principles of story development through constructive demonstrations.
- Selected as a Speaker for publisher Miller Freeman's 3D Design Conference in 1998 and 1999 to present "CG as Second Language" in 1998 at Mosone Center and in 1999 to present "2D Animation Every 3D Artist Should Know" in 1999 at Santa Clara Convention Center.
- Contributed to developing curriculum for graduate level computer graphics and story development.
- Critique, mentored and approved final thesis projects of graduate students.

Animator, Varitel Video Inc. (A post-production House for commercial film and video) October 1996 – April 1997

- Created high profile animations for the "Hive". EDS/Varitel's start-up special effects studio.
- Worked as part of production team to produce opener for the **Oakland A's Baseball** team.
- Worked as part of production team to create **Cadence Systems Inc.** animated brand.
- Lead Animator for Tai Seng Video Distribution Inc. animated corporate brand.

Art Director, The Indigo Group Omnimedia Inc.

April 1995 – September 1996

- Art Director on creative team for developing art and dynamic content for www.concept5.com.
- Designed front-end for the first interactive online scoreboard for the **Chicago White Sox**.
- Developed iconic methodology to transform DOS-based software into a Graphical User Interface for **SoftMed Systems Inc.**
- Design homepage to introduce **Japan's NTT** "Club Java".
- Developed online designs for Alexander Julian and DEC among others.

Animator and Composer, Vertex Films International Inc. (Taipei, Taiwan)

October 1994 – May 1995 (Fulltime Contract)

- Produced with three member animation team **computer animations for (6) commercial films** targeted to the markets in Taiwan, Hong Kong and surrounding Chinese territories.
- Worked as storyboard artist and animator on **Ogilvy & Mather's** creative team for developing commercial spot for Dong Yang, a multi-national auto part manufacturing company based in Taiwan.
- Lead animator for **Carrier Air Conditioners Inc.** commercial spot in Asia.
- Composed music for Maidenform Spas Inc. commercial spot using MOTU's Digital Performer and DigiDesign's SoundDesigner. **Commercial spot resulted in doubling enrollment.**

Pre-Press Digital Operator, Potomac Industries Inc. (New York, New York)

September 1993 – April 1994 (Part-time During Graduate School)

- Serviced print jobs for pre-press for major New York ad agencies and design studios.
- **Acquired high-level understanding of Macintosh desktop publishing software.**
- Duties included type management, digital retouching, trapping, and file management.
- Out-putting negatives and creating AGFA Match-prints for client approval.
- Responsible for operation of high-end film processing machines: AGFA SelectSet 5000, 7000.

Computer Graphics Designer and Composer, National Productions, Inc. 1991 – 1992 (Contract)

- Provided design services for World Bank's presentation for development in Africa.
- Produced original music score for Department of Defense video for promoting the F16 jets for investment.
- Produced music for the Farmers Cooperative annual corporate presentation.

APPRENTICESHIPS AND GRANTS

Photo-Retoucher, George Gray Studio, Inc.,

New York, New York | August 1982 - August 1983

Apprenticed as a photo-retoucher. Studio handled all phases of photo-retouching and airbrush work, inclusive of black & white photo-prints, airbrush illustration, C-prints and dye-transfers. Duties consisted of altering photo-prints utilizing a bleach & dye technique, which required an understanding of chemical compositions and their application on Photo-emulsions. Acquired airbrush proficiency with an ability to match texture, value, and color for clean and convincing modifications. Accurate draftsmanship and an understanding of volume, perspective and atmosphere required in recreating areas in a photo-illustrative style consistent with the look of the photograph.

Mechanical Artist, Applebee Graphics, Inc.

St. Paul, Minnesota | August 1979 – May 1980

First junior designer position in the graphics industry. Created clean, fast, and accurate mechanicals. Duties came to include type-specing and layout.

Muralist, COMPAS (St. Paul, Minnesota)

St. Paul, Minnesota | August 1977 - August 1978

Awarded a one-year grant to work as a muralist for COMPAS (Community Programs in the Arts and Sciences). Government funded program whose purpose was to create murals reflecting the history and values of the community. Completed four murals citywide.

SHOWS AND CONFERENCES

- Exhibitor, "Art Crosses the Sea" From Seoul to Northern Virginia. Verizon Gallery in the Richard Ernst Center, VA (2008)
- Curator, "**The Art and Design of the D.C. Music Scene**" (2005)
- Director, "Interact" 7th Graduation Show (Multimedia) LaSalle-DHU International Design College, Shanghai, CN (2003)
- **TV Interactive .com series**, hosted by Mark Hamill. Spokesperson and client liaison for WIS Technologies. December (2000) segment on their proprietary compression technologies.
- Speaker "2D Animation Every 3D Artist Should Know" **1999 3D Design Conference and Exhibition (Miller Freeman)** Santa Clara Convention Center, Santa Clara, CA
- Speaker "Computer Graphics as a Second Language" **1998 3D Design Conference and Exhibition (Miller Freeman)**
- Moscone Center, San Francisco, CA
- "**Resolutions**" **Animation/Video Artist** (1994) Showing of computer animation "**Maestro**". Visual Arts Galleries, Soho, NYC
- **ISDN project "TRIP'92: The Golden Slice,"** MIDI musician (Mentioned on CBS's "Eye on America")
- **SCAN 93** (Small Computers in the Arts Network), Performance Artist (1993) Franklin Institute, Philadelphia, PA
- One Man Show "Mystrograms" (Paintings), (June 1989) Torpedo Factory, Alexandria, VA

AREAS OF NOTE

- Co-Designed interface designs for **Pete Townshend's** CD-ROM for the On-Broadway show "**Tommy**" in New York.
- Designed corporate ID for actor **James Earl Jones**.
- Designed first brand for **BET-TV** premiere Rap music showcase "**Rap City**".
- Compose music for Jack Valenti, President of the **Motion Picture Association**,
- Composed music for **Cineplex Odeon's** opening trailer for their premiere movie theater in New York City.

PROFESSIONAL ASSOCIATIONS

CAA (College Arts Association), AIGA, SIGGRAPH