

STAFFORD ANDREW



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North Hennepin Community College
Brooklyn Park, MN
Instructor
2013 - Present

Clear Comet Productions
Chanhassan, MN
Online Instructor
2013 - Present

Brown College
Mendota Heights, MN
Professor of Art (Full-Time)
(Video Game Development & Visual
Communications)
2007-2013

PROFESSIONAL OBJECTIVE

Helping people grow and reach their potential is my greatest passion in life. My years in education have instilled within me a strong desire to instruct people on how to reach their goals and eventually fulfill their dreams.

CURRENT PROFESSIONAL EXPERIENCE

Overview

- Instruct students on basic drawing techniques, working from basic shapes to the human figure in 16-week semesters
- Design new drawing curriculum for every semester
- Meet with and instruct students on their progress in the class
- Currently, I am producing a series of instructional videos about Figure Drawing. I have broken the videos down into: Gesture, proportions, anatomy, and a long pose. These videos can be seen on: learn.artbystafford.com. These videos will enable students who are either unable to attend college, just want to improve their skills, or to work at their own pace.

PAST PROFESSIONAL EXPERIENCE

Overview

- Designed Curriculum for all the art courses for Game Development and Visual Communications.
- Worked every quarter with the ACCSC (Accrediting Commission of Career Schools and Colleges) to make sure the curriculum, syllabi, and rubrics met the ACCSC standards. All classes were successfully accredited.
- Collaborated with the Service Learning department – The Service Learning department served as a liaison with different community and professional organizations. These organizations worked closely with our students to create projects and bring art to the community and various multicultural societies.
- Working with the Service Learning department, my storyboarding class created a living history project for the Library of Congress. This exhibit is currently traveling across the country and will be on permanent display at the Library of Congress in Washington DC. The project involved interviewing WWII, Korean, Vietnam, Gulf War, Iraq, and Afghanistan war veterans, recording their stories and creating storyboards based on their stories.
- The Minnesota Zoo will display my Game Design Project II games on their website this year. The class developed open educational video games for their Dinosaur exhibit. I set up meetings between my students and the clients to critique the games and organized the final showing of the games with the Minnesota Zoo.
- One of my roles as a Game Design instructor was to work with inner city youth. In conjunction with the Service Learning department, the Inner City Boys Club of Minnesota collaborated with my Character Design class to create characters for a video game. This project inspired many of the kids to pursue art.
- The “Game Jam” is a 24 hour international competition to create a video game based on one theme. Working with the students, I was able to help them create characters for the video game.

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Professor of Art (Full-Time)
(Video Game Development & Visual
Communications)
2007-2013

College of Continuing Education
University of Minnesota
Minneapolis, MN
Full-time Faculty
2003

White Bear Center for the Arts White
Bear Lake, MN
Full-time Faculty
2003

Peterson Industries
Stillwater, MN
Storyboard Artist
2013

Peterson Industries
Stillwater, MN
Concept Artist
2013-Present

Gallow Games
Plymouth, MN
Concept Artist
2011-Present

OVERVIEW (continued)

- Worked with Washington Technical Magnet School to create characters for video games that we were producing. The children left with a sense of pride and accomplishment.
- Contacted and invited game industry professionals to critique students' game projects. Students were hired to work for some of these companies after the critiques.
- Each term, the classes required different textbooks, art supplies, and software. My job was to supervise, the ordering of these supplies, and making sure that students received them in a timely manner.
- The senior portfolio shows were the most important aspect of our program. As portfolio show coordinator. My duties included: making sure all the students had their work recorded in digital format and ensuring that the work was adequately framed and displayed properly. Many professionals and representatives of local companies visited these shows and hired students because of the quality of their work.
- As Academic Adviser, my job was to consult with students about their academic progress in their classes. The consultation included ways to improve their performance in the classes and saved many "at risk" students from dropping out of the program.
- **Received 90-95% rating on course evaluations from students.**
- **Received 5 out of 5 on "rate my professor" on Google.**

- The Complete Scholar Program had never had a Figure Drawing class before. A course proposal for a class I created was unanimously approved. A syllabus was then developed which included a grading rubric. This syllabus is still being used in the program.
- One of my proposals was to introduce live models into the workshop. The live models became an exciting aspect of the program and are still employed at the workshops.
- As the class sizes increased, I took over the job of handling the tuition payments and ordering the art supplies.
- The White Bear Center for the Arts contacted me to create a figure drawing class for their workshops. I accepted and revised the old syllabus. I made it more challenging and introduced anatomy and proportions, using live models. The class became a template for all the drawing classes and is still a popular class at the center. I took on the responsibilities of maintaining the studio, ordering supplies and scheduling the models. By doing this, I saved the Center money, which they used to donate to several charities.

OVERVIEW NON-EDUCATIONAL

- Peterson Industries needed a person who could not only storyboard scenes but draw with speed and accuracy while being filmed. I was able to fulfill all these requirements. I storyboarded three scripts and drew the scenes on the whiteboard. These scenes were filmed and animated. These videos were roughly 3 minutes long. They were done for the largest IT Company in the Midwest, Xigent Technologies.
- These videos can be seen on <https://vimeo.com/58562405>, <https://vimeo.com/58570391>, <https://vimeo.com/58590544>. They may also be seen on my website: www.artbystafford.com.
- Created watercolor paintings concerning teenagers dealing with life Issues. A video of this painting can be viewed on: [vimeo.com, 73406776](https://vimeo.com/73406776)
- Mondo Voodoo is a game that is going to be produced and released on the iPhone. I produced the concept art for the game. The concept art included; character designs, environmental art, and interior scenes. These designs were created using; pencil, pen and ink brush and ink, ball-point pen, and watercolor. These designs can be seen on my website: www.artbystafford.com and the company website: www.gallowgames.com.

Warp the Form
Minneapolis, MN
Concept Artist
2011-2012

LLC Peapod
Orange, NJ
Comic Book Illustrator
1998

WBAL11
Baltimore, MD
Courtroom Artist
1995-1996

Mid-Atlantic Local Union no. 487 of
the International Alliance of Theatrical
Stage Employees, Moving Picture
Technicians Artists and Allied Crafts
of the United States & Canada
Baltimore, MD
Scenic Artist
1994-1996

Mural Project of Baltimore
Baltimore, MD
Mural Painter
1994-1995

Minneapolis Media Institute
Edina, MN
Professional Advisor Committee
2003

Brown College (Mendota Heights)
MN/ Brooklyn Center, MN
Academic Advisor Committee
2007-2013

Brown College (Mendota Heights)
MN/ Brooklyn Center, MN
Portfolio Advisor Committee
2007-2013

Brown College (Mendota Heights)
MN/ Brooklyn Center, MN
Service Learning Committee
2007-2013

Brown College (Mendota Heights)
MN/ Brooklyn Center, MN
Member of ACCSC
2007-2013

OVERVIEW (continued)

- Developed storyboards for an educational video game called the 'PRIMS'. The game was an educational game that taught preschoolers how to count and recognize shapes. Developed the character designs for all the major characters in the game.

- Illustrated several comic books that dealt with social problems in the inner-city. I drew and inked the comics. There were several issues printed and sold in underground comic book shops.

- Sketched various courtroom scenes dealing with murder and robbery. The sketches were reproduced on the evening news.

- As a scenic artist my job was to create reality out of nothing. My duties included: painting scenery on walls to fool the viewer into believing there were backdrops or scenery. Assisted in developing storyboards. These scenes helped the camera crew place their cameras for shooting scenes. Worked with the art department to develop character drawings to enable the design teams to develop the characters for the movies.

- Worked for producer Barry Levinson.

- Worked for director Tim Burton.

- Television: Homicide, Life On The Streets, Falls Road. • Movies: Mars Attacks!, Washington Square.

- Painted various murals in downtown Baltimore. These murals involved community participation and depicted various African-American heroes and social issues that affected the community.

PROFESSIONAL SERVICE

Professional Advisor Committee, Minneapolis Media Institute, Edina, MN

- This committee meets to advise college departments on their curriculum and syllabus and brings together industry professionals with students to help them with their careers.

Brown College, Mendota Heights, MN/ Brooklyn Center, MN

- This committee meets to advise academic departments on curriculum and syllabus.

Brown College, Mendota Heights, MN/ Brooklyn Center, MN

- This committee establishes the portfolio requirements for the senior portfolio show.

Brown College, Mendota Heights, MN/ Brooklyn Center, MN

- This committee works with community service organizations to establish projects between students and community officials.

Brown College, Mendota Heights, MN/ Brooklyn Center, MN

- Member of ACCSC (Accrediting commission of Career Schools and Colleges), Brown College, Mendota Heights, MN/ Brooklyn Center, MN

- This committee met to make sure the Game Design and Visual Communication classes fulfilled the credit eligibility requirements.

OVERVIEW (continued)

PROFESSIONAL GROUPS & ORGANIZATIONS

- New York Academy of Art Alumni Association
- Maryland Institute College of Art Alumni Association
- Association of Independent Colleges of Art and Design (AICAD) • Contemporary Fine Art international
- Game Artists Network
- Game Design Professionals
- Game Developers Conference (GDC)
- Game Related educators
- IC3 Authorized Educator
- International Game Developer Association
- The film Industry Network

EDUCATION

MFA, Drawing/ Painting/ Human Anatomy, The Graduate School of Figurative Art, The New York Academy of Art, New York, NY (GPA 3.55)

BFA cum laude, General Fine Arts, The Maryland Institute, College of Art, Baltimore, MD (GPA 3.69)

New York Academy of Art
New York, NY
The Graduate School of Figurative
Art 1998

The Maryland Institute College of Art
Baltimore, MD
General Fine Arts
1995

TECHNICAL ABILITIES

Traditional

- Charcoal
- Pencil Conte
- Pastel (dry and oil)
- Coloured Pencil
- Ballpoint Pen
- Oil
- Acrylic
- Gouache
- Water Color
- Pen, brush/ Ink
- Clay Sculpture (Ecorche)

Digital

- Photoshop
- Corel Painter
- 3ds Max
- Unreal
- Z-Brush

Software

- Microsoft Office

ART

EXHIBITIONS (traditional group)

- 2003-2013 Classical Realism exhibit, The Atelier, Minneapolis, MN
- 2005 Classical Art in Today's Culture, School of Representational Art, Chicago, IL
- 2004 Nude in Modern Society Exhibit, Mims Studio, Southern Pines, NC
- 2000-2002 Classical Realism Exhibit, Bougie Studio, Minneapolis, MN
- 1999 Juried Exhibition, Florence Academy, Florence, Italy
- 1999 Juried Drawing Exhibition, New York Academy of Art, New York, NY
- 1998 Juried Masters Exhibition, New York Academy of Art, New York, NY
- 1997 Juried Drawing and Painting Exhibition, New York Academy of Art, New York, NY
- 1995 Juried Undergraduate Exhibition, Decker Gallery, Maryland Institute of Art
- 1995 The Nude in Today's Society, Fox Gallery, Maryland Institute of Art
- 1994 Junior Independent Exhibition, Fox Gallery, Maryland Institute College of Art
- 1993 Drawing and Painting Over the Lines, Fox Gallery, Maryland Institute of Art Merit Scholarship Award Recipients, Fox Gallery, Maryland Institute of Art Foundation Exhibition, Decker Gallery, Maryland Institute College of Art
- 1992 Art on the tracks Art Exhibition, Broad Street, Pensacola Junior College. Foundation Exhibition, Pensacola Junior College. The Nude in Florida, Pensacola Junior College.

OVERVIEW (continued)

ART EXHIBITIONS (non-traditional)

- 2013 **Commercials**
Peterson Industries, Stillwater, MN,
HYPERLINK "<https://vimeo.com/58562405>"
HYPERLINK "<https://vimeo.com/58570391>"
HYPERLINK "<https://vimeo.com/58570391>"
HYPERLINK "<https://vimeo.com/58590544>"
HYPERLINK "<https://vimeo.com/58590544>"
- 2011 - Present **Concept Art**
(Mondo voodoo, iPhone game), Gallow Games, Plymouth, MN,
HYPERLINK "<http://www.gallowgames.com>"
www.gallowgames.com
- 2011-2012 **Storyboard Art**
(PRIMS Educational Video Game), Warp the Form, Minneapolis, MN
- 1995-1996 **Television & Movies**
1995-96 Courtroom Artist (sketches appeared on the evening news),
WBAL11, Baltimore, MD
- 1994-1996 **Scenic Art**
Scenic Artist for the Mid-Atlantic Local Union no. 487, Baltimore, MD
• Television Shows: "Homicide, Life on the Streets", Falls Road
• Movies: Mars Attacks!, Washington Square

AWARDS & HONORS

Career Education Corporation
Employee Recognition Award
2007-2013

Career Education Corporation Employee Recognition Award
• This award is presented to employees that have gone above expectations in both attendance and student evaluations.

Service Learning Recognition Award
2011-2012

Service Learning Recognition Award
• Awarded to me for my work with the Boys and Girls Club of Minneapolis, Technical Magnet school, and the Veterans Project.

Teacher of the Quarter Award
2010

Teacher of the Quarter Award
• Presented to an instructor that has been voted by both students and faculty as the most effective and outstanding instructor.

Nominated for teacher of the Year
2010

Nominated for teacher of the Year
I was nominated by the faculty and students of Brown College to represent them at the CEC Teacher of the Year award show in Chicago.

Scholastic Award 1998

• New York Academy of Art Scholarship, spring semester

Scholastic Award 1997

• New York Academy of Art Scholarship, fall semester

Art Award 1995

• Juried Undergraduate Show Finalist, Maryland Institute College of art

Scholastic Award 1994

• Maryland Institute College of Art Scholarship

Merit Award 1993

• Merit Scholarship Maryland Institute College of Art

Scholastic Award 1993

• Pensacola Junior College Scholarship

Scholastic Award 1992

• Pensacola Junior College Scholarship

Soccer Scholarship 1987

• Soccer Scholarship University of Alabama

OVERVIEW (continued)

CERTIFICATIONS

2012 IC3 (Internet and Computer Core CertificationIC3r), Certiport

**VOLUNTEER
EXPERIENCE**

I volunteer at an elderly care home where I sit with the patients and draw their portraits. I then give the portraits to them or the family. Some of the patients have passed away since I drew them and the families have contacted me to thank me for the pictures and that they would treasure the portraits.

I visit the pre-kindergarten classes and read stories to the children and then we discuss the stories.

**TRAVEL
& FOREIGN
LANGUAGE
SPOKEN**

1995-2007 Traveled:

- Spain
 - France
 - Italy
 - Greece
 - UK
- Born and lived in the UK and Florence, Italy.
 - English & French.

Woodbury Senior Services
Woodbury, MN
Portrait Artist
2013

Primrose School
Woodbury, MN
Mystery Reader
2013