

Andrew Stafford, MFA

Leadership | Program Development | Student Success

SENIOR LECTURER, FINE ART

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DRIVING ART PROGRAM ADVANCEMENT & STUDENT SUCCESS

PROFILE

Offer over 10 years of expertise in advancing fine arts technical and creative skills for more than 1,000 college and art center students. Classically trained, building student abilities in traditional and digital arts through proportion, perspective, composition, design, and colour mixing. Champion of blending art instruction with practical art integration into the community and society. Savvy negotiator who minimizes costs, administering budgets of up to \$5K (£3,880).

"Andrew is a natural at relaying information in a nurturing way. Through his loyalty, dependability, and conscientious determination, Andrew quickly became a favorite of many of our students, as well as our entire faculty."

-- James Robinson, Director, The Art Academy, Inc.

Leadership | Program Enrichment | Curriculum Design | Course

Accreditation | Syllabi & Grading Rubric

Student Portfolio Development | Community Partnerships & Engagement | Academic Progress & Performance

Academic Advisement | Budgets & Cost Control | Vendor Negotiation | Microsoft Office | Bilingual in English & French

Artistic Expertise

Drawing | Painting | Sculpture | Concepts | Storyboards | Illustration | Animation | Digital Design | Game Design

Charcoal | Pencil Conte | Pastel | Coloured Pencil | Ballpoint Pen | Oil | Acrylic | Gouache | Watercolor | Pen

Brush/Ink | Clay Sculpture (Ecorche) | Photoshop | Corel Painter | 3D Studio Max | Unreal | Z-Brush | Adobe Creative

TEACHING EXPERTISE

Instructor, Drawing Techniques ■ North Hennepin Community College ■ Brooklyn Park, MN 2013 – Present

NHCC is one of largest and most diverse community colleges in MN; member of 5th largest system of higher education in US.

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 progress in the class.

- **Surged enrolment up 275% and generated need for waiting list** by rewriting all syllabi and breaking subject matter into more challenging and interesting projects.
- **Slashed student cost for art supplies by 25% and opened student choice of location for purchase** by negotiating reduced prices in exchange for allowing vendors to evidence product quality by displaying student work.
- **Received 90-95% rating** on course evaluations from students.

Instructor, Figure Drawing ■ Clear Comet Productions ■ Chanhassan, MN 2013 – Present

Clear Comet Productions supplies instructional videos for online learning environments.

Produce series of online instructional Figure Drawing videos, including gesture, proportions, anatomy, and long pose.

- **Enable learning for students who are unable to attend in-person or wish to work at his or her own pace** by producing five videos of filmed drawing processes with narration, with research under way to promote them to colleges and schools. Viewable at learn.artbystafford.com

Professor of Art, Video Game Development & Visual Communications ■ Sanford-Brown College ■ MN 2007 – 2013

Sanford-Brown College was a for-profit school and subsidiary of Career Education Corporation.

Designed art course curriculum, working closely with Accrediting Commission of Career Schools and Colleges (ACCSC) each term to ensure curriculum, syllabi, and rubrics met ACCSC standards. Collaborated with Service Learning department to liaise with community/professional organizations to design student projects and deliver art to community and multicultural societies. Acted as portfolio show coordinator, confirming recording of all student work in digital format and proper framing and display. As Academic Advisor, consulted with students on academic progress and performance. Instructed

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students and assigned projects; evaluated and graded student work. Oversaw student ordering and receipt of textbooks, art supplies, and software for each term.

TEACHING EXPERTISE (CONTINUED)

Professor of Art at Sanford-Brown College (Continued)

Program Leadership & Accreditation

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- **Secured ACCSC accreditation for all art classes** by shepherding six-year process, working closely with ACCSC. Met with ACCSC each term and revised every syllabi and grading rubrics to satisfy Commission standards.
- **Gained international program exposure** through key role in organizing international 24-hour Game Jam competition. Placed 10th out of 50 participating programs; assisted students to construct game characters.
- **Boosted graduate employment rate** by managing 22 instructors in organization of Portfolio Committee to organize senior diploma shows and encourage employers to hire students based on their portfolios.
- **Served on multiple committees:** ACCSC; Service Learning Committee; Portfolio Advisor Committee; and Academic Advisor Committee.

Budget Management

- **Cut student costs for art supplies by 43%** by canceling contracts and renegotiating with suppliers for lower costs in exchange for opportunity to demonstrate their line of products to classes.
- **Eliminated \$5K in student technology expenses while providing students unlimited use of software for four years** by renegotiating contracts with software representatives to convert software to student status.

Bringing Art to Society

- **Delivered living history project for Library of Congress, with exhibit on permanent loan to Smithsonian Institute in Washington DC**, in tandem with Service Learning department. Reached out to Veterans Administration while teaching storyboarding class of 100 students, who created project, interviewing veterans of various wars, recording their stories, and developing animated storyboards with narration.
- **Facilitated class development of seven educational video games for dinosaur exhibits at Minnesota Zoo, displayed on zoo website**, by arranging meetings between students and clients to critique games and organizing final game showing with Minnesota Zoo.

Community Partnerships

- **Inspired inner city youth to pursue art and earned Service Learning Recognition Award** by partnering with Service Learning for Inner City Boys Club of Minnesota to collaborate with Character Design class on project to create characters for a video game.
- **Fostered positive community relations and partnerships** by working with Washington Technical Magnet School to create characters for video games that under production by Sanford-Brown College classes.

Student Success

- **Generated 20% more student offers for employment** by contacting and inviting technology and game industry professionals to critique student game projects in a student presentation.
- **Propelled number of students awarded art scholarships to art schools across US by 25%** by yielding higher quality student portfolios.
 - Spearheaded overhaul of Drawing curriculum, rewriting syllabi for my classes and reintroducing 16-week class that stressed fundamentals.
 - Covered basic shapes, still-life, perspective, landscape, human figure (anatomy, gesture, portraiture) drawing figure from life, and placing human figure in a landscape.
 - Assigned high volume of work to improve skills and boost portfolio options for inclusion.
- **Saved many “at risk” students from dropping out of program** by discussing performance improvement strategies during academic advisement.

Accolades

- **Earned 90-95% student rating on course evaluations and received 5 out of 5 on Google’s “Rate My Professor.”**
- **Nominated by faculty and staff for Teacher of the Year Award.**

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- **Recognized with Teacher of the Quarter Award**, voted by students and faculty as most outstanding instructor.
- **Awarded multiple Career Education Corporation Employee Recognition Awards** for going beyond expectations in both attendance and in student evaluations.

TEACHING EXPERTISE (CONTINUED)

Full-time Faculty ■ *College of Continuing Education, University of Minnesota* ■ *Minneapolis, MN* 2003
University of Minnesota is a public research university with the sixth-largest main campus student body in US, with 51,147 students. University is organized into 19 colleges and schools and is categorized as an R1 Doctoral University.

Developed Drawing course syllabus, including grading rubric, still being used in program. Introduced use of live models into workshops. As class sizes increased, assumed handling of tuition payments and art supplies ordering.

- **Proposed first Figure Drawing course**, unanimously approved and still used today, for Complete Scholar Program.

Full-time Faculty ■ *White Bear Center for the Arts* ■ *White Bear Lake, MN* 2003
WBCA is a nonprofit that offers 240+ art classes each year, as well as after-school art enrichment classes. Area artists have the opportunity to exhibit and sell their work at Northern Lights, an annual juried fine arts exhibition.

Solicited to shape a Figure Drawing course for workshops. Revamped syllabus, adding anatomy and proportions, using live models. Class became template for all drawing classes and is still popular.

- **Boosted enrolment 65%** by introducing Figure Drawing class with live models for workshops.
- **Saved 30% on Center costs, with savings donated to charities**, by assuming role of maintaining studio, ordering supplies, and scheduling models.

PROFESSIONAL ART EXPERIENCE

Zach Peterson Productions ■ *Stillwater, MN* 2013 – Present

Concept Artist (2013 – Present)

Created watercolor paintings, concerning teenagers dealing with life issues. <https://vimeo.com/73406776>

Storyboard Artist (2013)

Hired to storyboard scenes and draw with speed and accuracy while being filmed.

- **Triggered 10% jump in sales over six months for Xigent Technologies**, largest IT company in Midwest US, by produced filmed and animated 3-minute videos. Storyboarded three scripts and drew scenes on whiteboard. <https://vimeo.com/58562405>; <https://vimeo.com/58570391>; <https://vimeo.com/58590544>; www.artbystafford.com

Concept Artist ■ *Gallow Games* ■ *Plymouth, MN* 2011 – Present

Produced concept art for Mondo Voodoo, a game under production for release on iPhone.

- **Drew ten creepy, yet lovable, characters** and illustrated storyboards for entire scenes for game. Concept art included character designs, environmental art, and interior scenes created using pencil, pen and ink brush and ink, ballpoint pen, and watercolor. www.artbystafford.com; www.gallowgames.com

Concept Artist ■ *Warp the Form* ■ *Minneapolis, MN* 2011 – 2012

Constructed storyboards for educational video game, `PRIMS`, which teaches preschoolers to count and recognize shapes.

- **Yielded successful game release**, outlining character designs for all major game characters.

Comic Book Illustrator ■ *LLC Peapod* ■ *Orange, NJ* 1998

Illustrated comic books dealing with inner city social problems. Drew/inked comics based on interviews of teen experiences.

- **Won praise from Urban League** for gritty realism of inner city life difficulties in four created comics.
- **Secured printing of several issues**, sold in underground comic book shops and donated proceeds to inner city charter schools.

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Courtroom Artist ■ *WBAL-TV* ■ *Baltimore, MD* 1995 – 1996

Sketched various courtroom scenes related to murder and robbery, with sketches reproduced on evening TV news.

- **Illustrated court proceedings for Baltimore area television viewers** by producing over 50 courtroom scenes.

PROFESSIONAL ART EXPERIENCE (CONTINUED)

Scenic Artist ■ *Mid-Atlantic Local Union No. 487 of IATSE* ■ *Baltimore, MD* 1994 – 1996

For Int'l Alliance of Theatrical Stage Employees, Moving Picture Technicians Artists and Allied Crafts of US & Canada, painted scenery on walls; assisted to develop storyboards for camera crews; worked with art dept. on character drawings.

- **Worked for renowned producer, Barry Levinson, as well as director, Tim Burton.**
- **Enabled design teams to generate characters for *Mars Attacks!* and *Washington Square* movies.**
- **Supplied storyboards for shooting of TV shows, including *Homicide*, *Life on the Streets* and *Falls Road*.**

Mural Painter ■ *Mural Project of Baltimore* ■ *Baltimore, MD* 1994 – 1995

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

- **Praised by Baltimore city leaders** for painting 50-foot mural, featuring Martin Luther King, Jr. and Malcolm X.

EDUCATION

- IC3 Digital Literacy Authorized Educator** ■ *Certiport* **YEAR**
- Master of Fine Arts (MFA), Drawing, Painting & Human Anatomy** ■ *Graduate School of Figurative Art, New York Academy of Art* ■ *New York, NY* 1998
- GPA 3.55; Scholastic Scholarship 2 years
- Bachelor of Fine Arts (BFA) (Cum Laude), General Fine Arts** ■ *Maryland Institute College of Art* ■ *Baltimore, MD* 1995
- GPA 3.69; Scholastic Scholarship; Merit Scholarship

PROFESSIONAL DEVELOPMENT

Traditional Art, Drawing & Painting ■ <i>The Atelier</i> ■ Minneapolis, MN	2004 – 2014
Figure Drawing ■ <i>Chicago School of Representational Art</i> ■ Chicago, IL	2003 – 2004
Bargue Drawing, Cast Drawing & Figure Drawing ■ <i>Mims Studio</i> ■ Southern Pines, NC	2003 – 2004
Cast Drawing & Figure Drawing ■ <i>The Bougie Studio</i> ■ Minneapolis, MN	2000 – 2003
Traditional Art ■ <i>Florence Academy of Art</i> ■ Florence, Italy	1999 – 2000

COMMITTEE SERVICE

Accrediting Commission of Career Schools & Colleges (ACCSC) ■ <i>Sanford-Brown College</i>	2007 – 2013
Service Learning Committee ■ <i>Sanford-Brown College</i>	2007 – 2013
Portfolio Advisor Committee ■ <i>Sanford-Brown College</i>	2007 – 2013
Academic Advisor Committee ■ <i>Sanford-Brown College</i>	2007 – 2013
Professional Advisor Committee ■ <i>Minneapolis Media Institute</i>	2003

ART EXHIBITIONS

Classical Realism Exhibit ■ <i>The Atelier</i> ■ Minneapolis, MN	2003 – 2013
Classical Art in Today's Culture ■ <i>School of Representational Art</i> ■ Chicago, IL	2005
Nude in Modern Society Exhibit ■ <i>Mims Studio</i> ■ Southern Pines, NC	2004
Classical Realism Exhibit ■ <i>Bougie Studio</i> ■ Minneapolis, MN	2000 – 2002
Juried Exhibition ■ <i>Florence Academy</i> ■ Florence, Italy	1999
Juried Drawing Exhibition ■ <i>New York Academy of Art</i> ■ New York, NY	1999
Juried Masters Exhibition ■ <i>New York Academy of Art</i> ■ New York, NY	1998
Juried Drawing and Painting Exhibition ■ <i>New York Academy of Art</i> ■ New York, NY	1997
Juried Undergraduate Exhibition ■ <i>Decker Gallery, Maryland Institute College of Art</i> ■ Baltimore, MD	1995
The Nude in Today's Society ■ <i>Fox Gallery, Maryland Institute College of Art</i> ■ Baltimore, MD	1995

ART EXHIBITIONS (CONTINUED)

Junior Independent Exhibition ■ <i>Fox Gallery, Maryland Institute College of Art</i> ■ Baltimore, MD	1994
Drawing and Painting Over the Lines ■ <i>Fox Gallery, Maryland Institute College of Art</i> ■ Baltimore, MD	1993
<ul style="list-style-type: none"> ▪ Foundation Exhibition, Decker Gallery, Maryland Institute College of Art 	
Art on the Tracks Art Exhibition ■ <i>Broad Street, Pensacola State College</i> ■ Pensacola, FL	1992
<ul style="list-style-type: none"> ▪ Foundation Exhibition, Pensacola State College; The Nude in Florida, Pensacola State College 	

HONORS & AWARDS

Career Education Corporation Employee Recognition Award ■ <i>Sanford-Brown College</i>	2007 – 2013
Service Learning Recognition Award ■ <i>Sanford-Brown College</i>	2011 – 2012
Teacher of the Quarter Award ■ <i>Sanford-Brown College</i>	2010
Teacher of the Year Nomination ■ <i>Sanford-Brown College</i>	2010
Art Award/Juried Undergraduate Show Finalist ■ <i>Maryland Institute College of Art</i>	1995

PROFESSIONAL MEMBERSHIPS

Association of Independent Colleges of Art and Design (AICAD)
 Motion Picture Studio Mechanics Local Union 487
 New York Academy of Art Alumni Association
 Maryland Institute College of Art Alumni Association
 Contemporary Fine Art International

Game Artists Network
 Game Related Educators
 Game Design Professionals
 Game Developers Conference (GDC)
 International Game Developer Association
 The Film Industry Network

VOLUNTEERISM

Portrait Artist ■ <i>Woodbury Senior Services</i> ■ <i>Woodbury, MN</i>	2013
Pet Portrait Artist ■ <i>Paws on Grand</i> ■ <i>MN</i>	2013

REFERENCES

James Robinson

Director, The Art Academy, Inc. ■ 1269 Como Blvd. West, St. Paul, MN 55103 ■ 651-488-5680 ■ diff@mninter.net

James Shoop

Shoop Sculptural Design, Inc. ■ 316 North Adams St., St. Croix Falls, WI 54024 ■ 715-483-5140 ■ shoopscu@yahoo.com

ADDITIONAL

Born in UK; lived in US, UK & Italy.

Traveled in Spain, France, Italy, UK, US & Greece.