RUEDY W. LEEMAN

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"Mr. Leeman quickly defined and grew this vague initiative into a \$4M program to the delight of our customers...by using his excellent project management skills; establishing strong stakeholder rapport and identifying, developing and nurturing resources which he cost effectively applied to exceed the customer's expectations."

Chief Information Officer
Wheeling Hospital

"Ruedy was the creative driver behind some very interesting projects at both the WVHTC Foundation and NTTC. He managed resources and projects effectively...able to communicate and collaborate with development teams...mentored information architects, designers and creative staff while meeting and exceeding customer expectations."

VP, GTSG WVHTC Foundation

EDUCATOR, DIGITAL MEDIA

Flourishes at producing creative results within educational environments. Enjoys interaction with students as well as communication among staff, administration and the broader educational community. Empathizes with students developing skills to enter and strive within a professional arts community & culture. Excellent skills; motivating, and educating students in a team environment. Analytical and logical thinker able to see the big picture.

CORE COMPETENCIES

- Excellent Presentation Skills
- Team Builder and Mentor
- Creative Problem Solver
- Production Media Services
- Results Oriented
- Consensus Communicator

COMPUTER SKILLS

Adobe: CS3 Design Premium

Apple: Final Cut Pro Studio, QuickTime Pro
3D Animation: MAYA Unlimited, MAXON Cinema4D

Mirrosoft: Word Event Project

Microsoft: Word, Excel, PowerPoint, Project

PROFESSIONAL EXPERIENCE -

Specialist

Apple Retail - Polaris Fashion Place, Columbus, Ohio; July 2010 - present

• Learn Apple's culture and product line to offer customers excellent personal technology solutions.

Adjunct Professor

Columbus College of Art & Design, Columbus, Ohio; 2010 - present

- Teach Video I and Design for Media classes in the Time Based Media program of the Media Studies Division.
- Collaborate with Time Based Media Staff.

Central Ohio Technical College, Newark, Ohio; 2008 - present

- Create curriculum and teach classes in 3D animation, Photography and Web in the Media Arts Department.
- Directly work with the Department Chair.

Consultant/Creative Director

AVI Consulting, LLC, New Albany, Ohio; 2006 – 2008

Project Management, digital design, development, and production.

- · Managed and produced a media production for the EPA 2007 Clean Water Summit at the University of Cincinnati.
- Lectured at the Butler Institute, Beecher Auditorium to digital design students for the Visiting Artist Lecture Series, Youngstown State University, Department of Art.

Creative Director/Project Manager, Technology Services Group

West Virginia High Technology Foundation, Wheeling, West Virginia; 2004 – 2006

Vibrant national technology organization driven by knowledge, excellence and innovation.

- Handled all project management responsibilities; staff hiring, mentoring, budgeting, negotiating, goals creation, project tracking, production meetings, and communication with all stakeholders.
- Produced company specific video presentations for Aerospace/Defense companies attending the Farnborough, UK Aerospace and Defense show.
- Researched and developed technology base solutions while producing historical museum content for the Grafton, West Virginia, B&O Railroad Heritage Center Museum's high definition video kiosks.
- Managed a \$4M multiyear, multi-project production team for the EPA, Dept. of Commerce and the SBA.

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Creative Director/Project Manager

National Technology Transfer Center, Wheeling Jesuit University, Wheeling, West Virginia; 2001 – 2004 Links U.S. industry with federal labs and universities that have the technologies, facilities, and researchers which industry needs to capitalize on product development opportunities.

- Developed staff, conducted meetings, budgeted expenses, planned resource allocation, wrote and analyzed goals
 and communicated with all clients and stakeholders.
- Designed, developed and produced technology based visualizations of clients' innovations and inventions.
 Marketed the team's creative abilities to internal and external clients.
- Enabled clients' to attain venture capital funding for patents by illustrating technology through 3D visualization.
- Coordinated with internal departments to develop project goals, regular project reviews, and individual/team accountability, resulting in meeting and surpassing client expectations.
- Developed and administered RFPs, hired external technical, creative and history-focused experts.

Creative Director/Owner

Alpine View Images, LLC, New Albany, Ohio; 1998 – 2001

Produces 3D animation and visualization for corporate media and law firms in the central Ohio area.

- Provided creative direction and project management which included art direction, 3D animation, client bids and contact, direct freelance artists, production scheduling, mentoring, cost analysis, and marketing.
- Lead the production of animations and visualizations for law firms and corporate clients.
- Managed and directed the team of technology professionals, client contact with law firms and insurance agencies.
 Produced and administered the yearly budgets.
- · Administered accounts and business development; expanding services to central Ohio client base.
- Developed a 3D visualization of the Columbus airport's long-term strategic development plan, enabling the airport authority to make pre-visualized and cost effect decisions.
- Created 3D animation and still imagery for corporate advertising, art organizations and broadcast productions.

Director of Visualization

S.E.A. Inc., Columbus, Ohio; 1988 – 1998

Developed engineering analysis of accidents and failures used for courtroom presentations and visualizations.

- Project managed and directed the team of technology professionals. Client contact with law firms and insurance agencies. Produced and administered the yearly budgets.
- Produced 3D Visualizations animation, project bids, concept development for programming research and development, and interfacing with engineering and biomechanics experts.
- Integrated video, computer graphics, and a visualization system used to directly import engineering position data, and validate the data using 3D-computer re-creations.

Education & Training —

Master of Art Education in Computer Graphics

The Ohio State University, Columbus, Ohio - Thesis title: <u>Design and Curriculum Considerations</u>

<u>For a Computer Graphics Program in the Arts,</u>

Researched Educational Learning Types, Academic Honor Society of Phi Kappa Phi

Bachelor of Fine Art in Photography

California College of the Arts, Oakland, California Graduated with Honors

Bachelor of Science in Mathematics

The Ohio State University, Columbus, Ohio

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Project Management Professional Certification, Training course Thomson NETg, Scottsdale, Arizona

Fundamentals of Project Management, The Federal Market Group, Washington D.C.

Leadership Team Building Corporate Training, Nemacolin Woodlands Resort, Farmington, PA

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Courses Taught

2009 2010	Madia Arta Danautmant Cantual Ohia Tashairal Callaga Navyada Ohia
2008 - 2010	Media Arts Department, Central Ohio Technical College, Newark, Ohio
Course	Create curriculum and teach classes in the Digital Media Design program.
DMD-3844	3-D Design and Animation I, introduction to the construction of three-dimensional models and environments with animated movement through the environments.
DMD-3841	3-D Design and Animation II, expands on advanced rendering techniques such as radiosity and advanced animation, including inverse kinematics and bones.
DMD-3822	Digital Photograph I, pre-visualization, composition, image capture, simple digital editing of the image and final digital output.
DMD-3825	Digital Photograph II, continues the exploration of Digital Photography I, expanding into uses of digital software tools to manipulate the image.
DMD-3839	Web Design & Develop I, This course is an introduction to Web site design and development. The student will be introduced to XHTML and the use of scripting languages.
DMD-3852	Motion Graphics, This course will focus on advanced projects in video compositing and motion graphics. Building on non-linear editing, explores compositing computer graphics and live video, special effects, design of titles and animated graphics.
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2001 - 2010	Media Arts Department, Columbus College of Art and Design, Columbus, Ohio
Course	Teach classes in the Media Studies Division.
MS-2312	Video I , capture and editing with Final Cut Pro, screening and discussions of acclaimed movies and student movies. Use of video equipment and the language of video.
MS-201	Design for Media , Design and color issues are reinforced and expanded, specifically how these issues are utilized in contemporary film, animation, photography and interactive media.
DMS-250	3D Animation using MAYA, modeling, color, lighting & animation.
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1993 - 1998	Advanced Computing Center for the Arts & Design, The Ohio State University, Columbus, Ohio
Course	Taught graduate students in computer graphics and animation courses from the departments of Industrial Design, Art, Art Education, Dance and Computer Science.
ID 752	3-D Computer Animation for Artists and Designers, Graduate course, The Production Process.
ID 751	3-D Computer Applications for Artists and Designers , Graduate course, Surface Attributes, Rendering, Post-processing & Recording.
ID 750	3-D Computer Modeling for Artists and Designers , Graduate course, Data generation and modeling.

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PRESENTATIONS

- **Presentation, "Computer Visualization and Animation"**, Beecher Auditorium, Butler Museum of Art, Youngstown, OH, February 2007
- Presentation, "The Grafton B&O Railroad Station and Roundhouse circa 1910", ""P" Class 4-6-2 Steam Locomotive circa 1906", "History Interviews of the B&O Roundhouse and the Railroad Station", Opening of the Grafton West Virginia B&O Railroad Heritage Center Museum, Grafton, West Virginia, October 2006
- **Presentation, "Railroad Concept Development"**, historical visualizations examples planed for the future railroad museum given to high ranking officials from the CSX railroad and the local community, Grafton B&O railroad station, October 2002
- Presentation, "State of the Art Computer Simulation", New York Bar Association, New York, NY June 1994
- Wavefront workshop, "Creative use of Wavefront Technologies software", Advanced Center for Computing for the Arts and Design, interactive workshops presented to a select group of graduate students, February-April 1993
- **Presentation, "The Art of Computer Animation"**, Columbus College of Art and Design, Director's 93, to art students, February 1993
- Featured Speaker WAVE'92, "Picking up all the Pieces", ACM Siggraph Convention, Chicago, Illinois, July 1992
- **Presentation, "Current Works, Creative use of Computer Animation"**, Texas A&M, Graduate Visualization Lab, College Station, Texas, August 1991
- Presentation, "Creative use of Animation Working in 4D on the Z-Axis", College Art Association, Washington, D.C. February 1991
- Presentation, "Pretty Pictures and the Real World", International Congress Detroit, Michigan, February 1991
- Presentation, "Production Environment Cutting Edge of Computer Animation", National Computer Graphics Association NCGA'88 Anaheim, California, February 1988
- Lecture, "Creative 3-D Computer Animation", University of Tennessee at Chattanooga, February 1985
- Workshop, "3-D Computer Animation in Communications", University of Tennessee at Chattanooga, February 1985
- Lecture, "Creative 3-D Computer Animation", University of Tennessee at Knoxville, February 1985
- **Paper Presentation, "Consistent Motion in Computer Animation"**, The 4th Symposium on Small Computers in the Arts, Philadelphia, Pennsylvania, October 1984

PUBLICATIONS

- "Pretty Pictures and the Real World", SAE International Congress, Detroit, Michigan, February 1991
- "CLICK I, The Brightest in Computer-Generated Design and Illustration", International release, North Light Books, Cincinnati, 1990
- "Happy Trees" and "Tube Travel" (prints). IEEE Potentials, December 1990
- "The Cutting Edge of Computer Animation", National Computer Graphics Association NCGA'88, Anaheim, California, February 1988
- "Happy Trees" (print), Cover of Education and Industrial Television, April 1987
- "Psychic Perception" and "Happy Trees" (prints). Computer Pictures, "NCGA Contest Winners", March/April, 1987
- "Happy Trees" (print), Computer Graphics World, "Excellence Comes Home", March 1987
- "Psychic Perception" (print), VIDEOGALA NCGA's Computer Graphics reception and dinner brochure, March 1987