

chrisgargiulo

Instructor
Kapi'olani Community College
New Media Arts

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OBJECTIVE:

I am a designer, animator, filmmaker, and teacher specializing in new media art and digital design. My teaching experience focuses around the intersection of design and technology. My professional work involves mainly design, motion graphics, and animation for various video, film, multimedia and web-based projects, along with front-end web programming. Past clients include Sony, Samsung, ABC, Warner Brothers, Six Flags, Hasbro, Marvel Comics, Princess Cruises, and others. My research projects and academic pursuits have focused on digital filmmaking, design education, new media studies, film theory, fine art, and usability for the web.

EDUCATION:

Parsons School of Design - New York, NY 2003 - 2005

- **M.F.A. Design & Technology** – focus on digital short filmmaking and the formal structure of contemporary digital short parables.

Amherst College – Amherst, MA 1994 -1998

- **Bachelor of Arts, Fine Art** – minor concentration in computer science.
- **Athletics:** NCAA Division III Hockey, NCAA Division III Lacrosse.

TEACHING EXPERIENCE:

University of Hawaii - Kapi'olani Community College – Honolulu, HI 2005 - present

- **Instructor in Art: Interface Design** – For the past two years I have been teaching full time within the New Media Arts program at Kapi'olani Community College. In addition to my teaching responsibilities I have helped develop the curriculum, establish new teaching methodologies, and research new media design technologies and practices. Courses that I have taught within the New Media Arts program at KCC include:
 - **Art 127 – Graphic Symbolism** – a three credit studio course introducing various design theories and principles with an emphasis on semiotics and the study of signs and symbols in the context of corporate identity and logo design.
 - **Art 128 – Interface Programming I** – a three credit studio course introducing basic front-end programming techniques used to create web sites including CSS, XHTML, and JavaScript.
 - **Art 155 – Information Architecture** – a three credit studio course addressing the early planning stages of web design where designers take into consideration various usability concerns while mapping out the content structure and information hierarchy for potential interfaces.

- **Art 222 – Digital Multimedia** – a three credit studio course addressing advanced techniques in interface design, motion graphic design, digital video editing, special effects, and compositing.
- **Art 249 – Interface Design II** – a three credit studio course addressing the full design process of planning, designing, and building one working web site in one semester.
- **Art 257 – Motion Graphic Design** – a three credit studio course addressing various 2D animation techniques and motion graphic design principles including kinetic typography (type in motion).
- **Art 258 – Interface Programming II** – a three credit studio course using Flash’s ActionScript language to build various web applications and interfaces.
- **Non-credit/Continuing Education Courses** – During the summer months I teach several courses in digital imaging, motion graphic design, and video production. Past courses include:
 - **Flash I and Flash II** – two animation courses – one with a concentration on motion graphic design and the other on Flash’s scripting language ActionScript.
 - **Digital Video Editing** – a course on the full production process of digital video production using Adobe Premiere and various open source freeware applications.
 - **Digital Imaging and DVD Slideshow Production** – a course on digital slideshow creation and DVD authoring using Adobe Encore DVD, Premiere and Photoshop.
 - **An Introduction to Photoshop** – a basic course on raster graphics and digital imaging using Adobe Photoshop.

Parsons School of Design - New York, NY

1999 – 2005

- Courses taught at Parsons School of Design:
 - **Design Technologies I** – a three credit studio course that introduced undergraduates of all backgrounds, ages, and abilities to current design technologies and practices necessary to develop skills fundamental to basic design principles and effective design management.
 - **Designing Presentations** – a series of presentation workshops for senior undergraduates working on their thesis presentations in the Design & Management program.
 - **Introduction to Web Design Principles** – a fundamental web design class as part of the Adult Continuing Education program at Parsons.

TEACHING COMPETENCIES:

Graphic Design Theory and Principles

- Historical and contemporary graphic design topics including basic design history, typography, semiotics, color theory, HCI (Human-Computer-Interaction), and critical thinking.

Digital Design Technologies

- Graphic design principles applied in a digital production environment including digital photography, vector/bitmapped graphics, and digital pre-press. *Software:* Photoshop, Illustrator, InDesign, Quark.

Digital Cinema Production

- The full cinematic narrative production process from pre-production to post-production including idea generation, narrative development, pre-visualization, film theory, cinematography, sound design, color correction, special effects, motion graphic design, kinetic typography, and title design. *Software:* Adobe After Effects, Premiere, Encore DVD, Audition, Pro-tools, and Final Cut Pro.

Interface Design, Animation & Multimedia

- All stages of the web design and multimedia production process. *Software:* Flash, Dreamweaver.

Project Management, Usability Testing, & the Creative Process

- Design management and the creative production process broken down for critical analysis and efficiency assessment. *Software:* Visio, Project, Microsoft Office/Open Office

PROFESSIONAL EXPERIENCE:

Freelance Art Director/Animator/Designer

2003 – present

- Below are a few selected projects:
 - **Sony Surf Video** – produced a short five minute video for Sony showcasing their consumer underwater housing units. The video was shown at the press screening of the Sony Pictures film Surf's Up. Responsibilities and focus include producing, directing, and editing the video.
 - **Kapi'olani Community College New Media Arts Web Site** - designed and built the New Media Arts department web site (<http://nma.kcc.hawaii.edu>) that showcases artwork of current and former students along with curriculum and program information. Responsibilities and focus include information architecture, interface design, and front end programming.
 - **Parsons School of Design and Technology Web Site** - redesigned the Parsons Design & Technology department web site (<http://dt.parsons.edu>) that showcases artwork of current and former students along with curriculum and program information. Responsibilities and focus include information architecture, interface design, and front end programming.

- **Athletic Performance Web Site** – designed the logo, branding, and web site for an athletic training company. Responsibilities and focus include information architecture, interface design, and front end programming.

Cheil Communications - Ridgefield Park, NJ

2002 – 2003

- **Art Director/Animator** in the interactive department of a traditional advertising company servicing all advertising initiatives for Samsung Electronics USA. Responsibilities and focus included:
 - *Art Direction for all Online Media Campaigns:* Working in close collaboration with offline media and creative departments, I helped to conceptualize, design, and implement all online ad campaigns and promotional initiatives for Samsung Electronics USA.
 - *Redesign of the CCA World Website:* I was responsible for redesigning the CCA company web site.

<kpe> - New York, NY & Los Angeles, CA

1999 – 2002

- **Designer/Animator** at an interactive digital services agency that catered to the media and entertainment industries. Responsibilities and focus included:
 - *Flash Animation and Action Scripting:* As <kpe> Los Angeles's lead animator, I designed, developed, and implemented many flash projects for top clients such as Marvel Comics, Princess Cruises, ABC, Warner Bros., SixFlags, Mandalay Bay and some of <kpe>'s very own products and sites.
 - *Client-Side Development:* Managing a small team of front-end developers, I set the standards for all aspects of <kpe>'s client side coding while working closely with backend programmers using various technologies such as JSP, ASP, ColdFusion, and PERL.
 - *Digital Video:* Along with creating multimedia cdroms and animated new business presentations, I shot, edited, and composited short video projects and optimized them for different areas of distribution: kiosks, cdroms, VHS, and the many web formats (Windows Media Player, Real, Quicktime, and Flash w/ video).
 - *Software:* Flash, After Effects, Photoshop, Illustrator, ImageReady, Quark, Final Cut Pro, Homesite, VSS, Teamsite, Vignette, 3D Studio Max, Vecta 3D, Swift 3D.

Top Dog Studios - San Diego, CA

1998 – 1999

- **3D Character Animator** for an educational CD-ROM. I rigged and animated all body movements and facial expressions for a help screen character including lip-syncing.

SCREENINGS & SHOWS:

Digital Artists of Hawaii at Gallery 'Iolani - Kaneohe, HI

October, 2007

- **Digital Stasis** (*non-interactive flash-based scripted animation*) – Debut Screening Created using Adobe Flash, *Digital Stasis* is a scripted line animation adapted from Jared Tarbell's brownian *Main Vein* code and designed to resemble blood vessels that randomly divide and travel across the screen of an old notebook computer that is part of the installation. As the vascular system of digital arteries grows at a rate beyond the cpu's capabilities, the computer struggles to render the algorithmically generated graphics and layered audio, resulting in a painfully slow, jerky animation designed to act as a metaphor for heart failure and as a commentary on the fate of old computers.

Aloha Ho'omaluhia XXIII - Kaneohe, HI

May, 2007

- **H3 (2 minutes)** – Debut Screening
Using Google Earth I created a unique visual journey on the H3 highway on the island of Oahu in Hawaii. The Hawaii landscape, modern engineering, and a costly military infrastructure initiative are on display as the viewer is taken across topographically distorted satellite imagery.

New School Collaborative DV Film Project - New York, NY

December, 2004

- **Swimming (12 minutes)** – Debut Screening
I helped create this short film in collaboration with a team of graduate students from Parsons School of Design, The Actors Studio Drama School, and the New School Jazz and Contemporary Music program.

Parsons Annual Animation & DV Film Festival - New York, NY

May, 2004

- **The Interim: Intersubjectivity in Short Cinema (8 minutes)** – Official Selection
I wrote and directed this short film that examines the topic of intersubjectivity in short cinema through an experimental narrative depicting multiple characters experiencing similar problems in different contexts.

San Francisco Ocean Film Festival – San Francisco, CA

January, 2004

- **Hanging in the Balance (60 minutes)** – Official Selection
I designed and created the title sequence and a series of scientific animations for a short film that chronicles a network of marine reserves in the Bahamas and their impact on the ecosystems and people who depend on them.

RESEARCH:

KCC New Media Arts Usability Project - Honolulu, HI

2005 – present

- Continuing the research of Heidi P. Adkisson (<http://www.webdesignpractices.com>) I lead a team of students in an annual study analyzing and tracking various usability practices from over 75 web sites across fifteen different industry sectors. All data are made public via our web site: <http://nma.kcc.hawaii.edu/usabilityproject/>.

Animated Short Parables: Designing and Making an Allegorical Short Film in Today's Digital World - New York, NY

2004 – 2005

- This research project is a design oriented case study conducted under the Parsons School of Design Department of Design & Technology examining the formal structure of digital short parables and discussing their impact on the various production phases while designing an allegorical short film.

Designs that Promote Change: A Case Study - New York, NY

May, 2004

- **The Snowboard as Change Agent** – a design oriented case study conducted under the Parsons School of Design Department of Design & Management examining the snowboard as an element of design and its performance as a change agent with an influential impact upon the human condition.

REFERENCES:

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