

## ALEX DAMARJIAN, MFA

College of Media Arts  
Department of Interactive Arts and Media  
Columbia College Chicago  
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### EDUCATION

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<b>PhD (ABD), Humanities and Technology, Illinois Institute of Technology</b>	2022
<b>MFA, Interactive Design and Game Development, Savannah College of Art and Design</b>	2016
<b>MS, Animation, DePaul University</b>	2012
<b>MAT, Curriculum &amp; Instruction Columbia College</b>	2005
<b>BA, Film and Video, Columbia College</b>	2001

### ACADEMIC APPOINTMENTS

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Assistant Professor, Interactive Arts and Media Interactive Arts and Media, Columbia College Chicago	2018 – Present
Professor Of Practice, Interactive Arts and Media Interactive Arts and Media, Columbia College Chicago	2016 – 2018
Guest Instructor Film, Video, New Media, and Animation Department, School of the Art Institute of Chicago	2017 – 2018
Adjunct Instructor Interactive Arts and Media, Columbia College Chicago	2010 – 2016
Assistant Professor and Game Art, College of Media Arts, Illinois Institute of Art Chicago	2010 – 2015
Adjunct Instructor, College of Media Arts, Illinois Institute of Art Schaumburg	2007 – 2010
Math and Computer Science Teacher, Tarkington School of Excellence	2006 – 2007
Math and Computer Science Teacher Daley College, Upward Bound	2000 – 2007

### ADMINISTRATIVE APPOINTMENTS

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Game Art and Computer Animation Coordinator Interactive Arts and Media, Columbia College Chicago	2016 – Present
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## PUBLICATIONS

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### Journal Articles

- Smith KA, **Damarjian AG**, Molina A, Arnold RW. Calibrated measurement of acuity, color and stereopsis on a Nintendo® 3DS™ game console. Clin Optom (Auckl). 2019;11:47-55
  - <https://doi.org/10.2147/OPTO.S199992>
- Smith KA, **Damarjian AG**, Molina A, Arnold RW. Sensory testing and stereopsis with Nintendo 3DS game. Jaapos Volume 22, ISSUE 4, e16, August 01, 2018
  - <https://doi.org/10.1016/j.jaapos.2018.07.053>
- Arnold A, Smith K, Molina A, Damarjian A, Desatoff T, Arnold R. Trichromatic Enhanced Dynamic Color Screening on the PDI Check Nintendo 3DS Game. Clin Optom (Auckl). 2021 May 11;13:137-141. doi: 10.2147/OPTO.S305042. PMID: 34007233; PMCID: PMC8124021.

### Book Chapters, Bibliographies, and Monographs

Alex, D. (2021). *Game Environment Art A Path to the Games Industry*. Chicago, IL: Focal Pr. ISBN-13: 978-1138821477, ISBN-10: 1138821470 <https://www.amazon.com/Game-Environment-Art-Games-Industry/dp/1138821470>

### COMMERICAL ART EXPERIENCE

<u>Company</u>	<u>Game Titles</u>	<u>Published</u>
Damarjian Interactive LLC <a href="http://www.damarjian.com/">http://www.damarjian.com/</a>	Leo A Word Adventure Ball-Istic Live Life Responsibly PDI-Check My Life As A Bee Vr! Role: Art, Code and Game Design on all the above titles.	2017 2018 2019 2019 2019
Amazon Game Tech www.O3DE.org	Technical Trainer Document and design in-game demo's Amazon O3DE game engine. Create Technical Art for various Amazon and third-party affiliate games.	On Going

Karuna Labs <a href="https://karunavr.com/about/">https://karunavr.com/about/</a>	VR Interaction Designer/Programmer Create VR Simulations and Games for the treatment and management of chronic pain.	On Going
See Vividly <a href="https://www.seevividly.com/team">https://www.seevividly.com/team</a>	Vivid Vision Game Loader, VR Role: produce art, code and game design for multiple games within the Vivid Vision loader.	2018 2020
High Voltage Software <a href="https://www.high-voltage.com/">https://www.high-voltage.com/</a>	America's Army: True Soldiers Role: Weapon Artist Nickelodeon Fit, Role: Character Artist Responder Fire Fighting Simulator Role: Prop and Environment Artist GhostRecon Advanced War Fighter Role: Character Artist Iron man 2: Role: Character and Environment Artist The Conduit Role: Asset Modeler Go Diego Go: Role: User Interface Artist The Grinder: Role: Character Artist The Secret Saturdays : Role: Lead Character Artist Ni Hao Kai Lan: Super Game Day: Role: Lead Character Artist Dora Saves The Crystal Kingdom: Role: Character Artist Tournament Of Legends Role: Character Artist Disney's Guilty Party: Role: Animator (Pitch)Captain America: Super Soldier Role: Character Artist Conduit 2 Role: Asset Modeler	2007  2011 2007 2007 2007 2009 2009 2009 2009 Unreleased 2009 2009 2009 2009 2009 2009 2011 2011
Midway Games: Contractor/Intern	John Woo's Stranglehold Mortal Kombat VS DC	2003 2008

### **MEDIA APPEARANCES**

NBC News. "New Way to Teach Financial Responsibility to Kids." YouTube, 29 Jun. 2019,  
<https://www.youtube.com/watch?v=zWABVSM5xAs>

NBC News. "Video Game Revolutionizes Vision Screening." YouTube, 3 Dec. 2018,  
<https://www.youtube.com/watch?v=R5zQ-daf348>

## INVITED PRESENTATIONS

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**Damarjian, A.,** (2019). Serious Games: The role games have in education, medicine and the future. *Exploring the greater connection games have to learning and teaching*. Asking to speak by the University of São Paulo, Sao Paulo, Brazil.

**Damarjian, A.,** (2019). Serious Games: The role games have in education, medicine and the future. *Exploring the greater connection games have to learning and teaching*. Asking to speak by the Seneca College system, Sao Paulo, Brazil.

**Damarjian, A.,** Arnold, R. (2018). Serious Games and Medicine: The role of games in the treatment and detection of pediatric eye disease. *Exploring cognitive, affective, and contextual developmental stages of various eye diseases through video games as treatment tools*. Symposium conducted at the annual meeting of the Association for Ophthalmologists, Chicago, Illinois.

## FUNDED GRANTS AND FELLOWSHIPS

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2020 Professional Development Grant, Illinois Institute of Technology \$600

2019 Principal Investigator, *Engaging middle school children in math while receiving vision screenings: The development and evaluation of a family-implemented eye treatment game*.

Columbia College Chicago \$4,950

2018 Professional Development Grant, Illinois Institute of Technology \$1500

2018 Principal Investigator, *Individual Artist Grant, Leo VS Robots, learning game*. DCASE Chicago Artist Grants \$4,5000

2003 Awarded to pay for course fees and research materials in the development of a science based game. *Through Chicago State University, funded by the National Science Foundation* \$25,000

## TEACHING EXPERIENCE

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### Columbia College, Undergraduate Courses

#### Spring 2022

- Game 485 Game Studio II

#### Fall 2021

- Game 110 Introduction to Game Development
- Game 480 Game Studio 01
- PROG 340 Graphics Application Programming

#### Spring 2021

- Game 485 Game Studio II

**Fall 2020**

- Anim 250A Topics in Animation 3D Sculpting for Toys & Puppets
- Game 201 Computer Animation: Modeling
- Game 480 Game Studio I

**Fall 2019**

- Anim 106 History of Animation
- Anim 382 Animation Preproduction
- Game 110 Introduction to Game Development
- Game 470 Indie Team Game Project

**Fall 2018**

- Game 110 Introduction to Game Development
- Game 337 3D Digital Sculpting
- Game 470 Indie Team Game Project

**Fall 2017**

- 36-1500 Introduction to Game Development
- 36-2515 Game Production
- 36-3302 Advanced 3D for Games
- 36-3997 Large Team Game Project

**Fall 2016**

- 36-1500 Introduction to Game Development
- 36-3302 Advanced 3D for Games
- 36-3994 Indie Team Game Project

**Fall 2015**

- 36-2370 3D Composition for Interactive Media
- 36-3002 Technical Art Programming
- 36-3350 3D Digital Sculpting
- 36-3994 Indie Team Game Project

**Fall 2014**

- 26-3045A Computer Animation: Maya
- 26-3046 Advanced Computer Animation: Maya
- 26-3045A Computer Animation: Maya

**Spring 2020**

- Game 475 Indie Team Game Studio

**Spring 2019**

- Game 370 Studio Collaboration Indie Team
- Game 475 Indie Team Game Studio

**Spring 2018**

- 36-2350 2D Art for Games
- 36-3315 Shading and Surfacing for Games
- 36-3650 Studio Collaboration
- 36-3998 Large Team Game Studio

**Spring 2017**

- 36-3302 Advanced 3D for Games
- 36-3650 Studio Collaboration
- 36-3995 Indie Team Game Studio

**Spring 2016**

- 36-3302 Advanced 3D for Games
- 36-3315 Shading and Surfacing for Games
- 36-3650 Studio Collaboration
- 36-3798 Directed Study: Interactive Arts and Media Game Logic Programming in Unity
- 36-3798 Directed Study: Interactive Arts and Media Game Engine Scripting
- 36-3798 Directed Study: Interactive Arts and Media Game Engine Scripting
- 36-3995 Indie Team Game Studio

**Spring 2015**

- 26-3045A Computer Animation: Maya
- 26-3046 Advanced Computer Animation: Maya
- 26-3045A Computer Animation: Maya

**Spring 2014**

- 26-3045A Computer Animation: Maya
- 26-3045A Computer Animation: Maya
- 26-3045A Computer Animation: Maya
- 26-3045A Computer Animation: Maya

**Fall 2013**

- Introduction to Computer Animation

**Fall 2012**

- 26-3045A Computer Animation: Maya
- 26-3045A Computer Animation: Maya

**Fall 2011**

- 26-3045A Computer Animation: Maya

**Fall 2010**

- 26-3045A Computer Animation: Maya
- 26-3045C Computer Animation: 3-DS Max
- 26-3045C Computer Animation: 3-DS Max

**Spring 2013**

- 26-3045A Computer Animation: Maya
- 26-3046 Advanced Computer Animation: Maya
- 26-3045A Computer Animation: Maya

**Spring 2012**

- 26-3045A Computer Animation: Maya
- 26-3045A Computer Animation: Maya

**Spring 2011**

- 26-3045A Computer Animation: Maya

**Spring 2010**

- 26-3045A Computer Animation: Maya

**SAIC, Undergraduate Course**

- Art and Tec, Immersive Worlds 2018

**Illinois Institute of Art, Undergraduate Courses****Animation**

FND 105 Design Fundamentals  
 FND 110 Observational Drawing  
 FND 135 Image Manipulation  
 FND 150 Digital Color Theory  
 MAAB 102 Life Drawing & Gesture  
 MAAB 111 Animation Principles  
 MAAB 120 Perspective Drawing  
 MAAB 202 Character & Object Design  
 MAAB 213 3D Modeling  
 MAAB 223 Hard Surface & Organic Modeling  
 MAAB 232 3D Animation  
 MAAB 242 Character & Technical Modeling  
 MAAB 243 Material & Lighting  
 MAAB 303 3D Character Rigging

**Game**

GADB 101 Introduction to Game Development GADB 102  
 Interactive Storytelling  
 GADB 202 Game Design & Game Play  
 GADB 205 Concept Design & Illustration  
 GADB 212 Level Design GADB 213 Game Modeling  
 GADB 222 Advanced Level Design  
 GADB 223 Advanced Hard Surface & Organic Modeling  
 GADB 253 Environmental Modeling  
 GADB 302 Programming for Mobile & Social Games  
 GADB 303 Game Prototyping  
 GADB 312 Game Animation  
 GADB 313 Advanced Game Prototyping  
 GADB 333 Team Production I  
 GADB 403 Team Production II  
 GADB 406 Internship  
 GADB 409 Portfolio I  
 GADB 419 Portfolio

**Summer Program Development**

Illinois Institute of Technology, VR Game Development, High School Summer Camp, 2018

Columbia College Chicago, Introduction to Game Development, High School Summer Institute, 2016-2021

**AWARDS AND HONORS**

- 2020 Nomination for Faculty Excellence in Teaching Award
- 2005-2006 Teacher of the Year Daley College, Upward Bound

## **SERVICE**

### *To the Field*

- Voting Member – Higher Education Video Game Alliance – 2020- present
- Member - Illinois and International Game Developers Association 2017- Present
- Board Member and Site Moderator - Illinois Game Developers Association 2004- 2005
- Volunteer- Illinois Game Developers Association 2003 - 2004
- Member -Entertainment Software Association 2019 - Present
- Member -Games and learning Alliance Member
- Round Table Moderator -Game Developer Conference 2019

### *To the University*

- SILA – Aid students and under committee decide which students attend the Semester in LA program
- Diversity and Inclusion Advisory Group – 2019 - Present
- Faculty Senate, Finance member - 2020
- E-Sports Advisor – 2017- Present
- Alpha Lab Advisor – 2017- Present

### *To the Department*

- Game Art Coordinator - 2016 - Present
- Computer Animation Coordinator - 2018 - Present
- Game Design Search Committee member – 2018
- Game Art Search Committee member – 2019 - 2020
- Computer Animation Search Committee - 2019 - 2020
- Animation Professor of Practice Search Committee - 2019
- Actively recruit new adjunct faculty