

[Alex Damarjian | Curriculum Vitae

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Education

Columbia College Chicago	BA, Chicago	99-01
Columbia College Chicago	MAT, Chicago	05-07
DePaul University	MS, Chicago	10-12
Savannah College of Art Design	MFA, Atlanta	14-16
Illinois Institute of Technology	Ph.D, Chicago	ABD In Progress - 2022

Academic Appointments

Assistant Professor (Tenure Track)	Columbia College Chicago	18- Present
Assistant Professor of Practice	Columbia College Chicago	15-18
Adjunct Instructor	Columbia College Chicago	10-15

Courses Taught

Game Design and Game Art Courses:

GAME 201 3D Composition for Int Media
GAME 205 2D Art for Games
GAME 210 2D Motion for Games
GAME 215 Character Visualization for Games
GAME 230 Game Production
GAME 302 Technical Art Programming
GAME 330 Advanced 3D for Games
GAME 335 Shading and Surfacing for Games
GAME 337 3D Digital Sculpting
GAME 340 Sound Design for Games II
GAME 370 Studio Collaboration
GAME 436 Advanced 3D Digital Sculpting
GAME 370 Studio Collaboration
GAME 475 Indie Team Game Studio
GAME 110 Introduction to Game Development

Animation Courses:

ANIM 105 Animation
ANIM 150 Introduction to Computer Animation
ANIM 240 Computer Animation
ANIM 350 Advanced Computer Animation
ANIM 351 Environmental Design & Modeling
ANIM 352 Character Design and Modeling

Assistant Professor
Adjunct Professor

Illinois Institute of Art Chicago
Illinois Institute of Art Shamburg

10-15
07-10

Courses Taught

GADB 101 Introduction to Game Development	FND 105 Design Fundamentals
GADB 102 Interactive Storytelling	FND 110 Observational Drawing
GADB 202 Game Design & Game Play	FND 135 Image Manipulation
GADB 205 Concept Design & Illustration	FND 150 Digital Color Theory
GADB 212 Level Design	MAAB 102 Life Drawing & Gesture
GADB 213 Game Modeling	MAAB 111 Animation Principles
GADB 222 Advanced Level Design	MAAB 120 Perspective Drawing
GADB 223 Advanced Hard Surface & Organic Modeling	MAAB 202 Character & Object Design
GADB 253 Environmental Modeling	MAAB 213 3D Modeling
GADB 302 Programming for Mobile & Social Games	MAAB 223 Hard Surface & Organic Modeling
GADB 303 Game Prototyping	MAAB 232 3D Animation
GADB 312 Game Animation	MAAB 242 Character & Technical Modeling
GADB 313 Advanced Game Prototyping	MAAB 243 Material & Lighting
GADB 333 Team Production I	MAAB 303 3D Character Rigging
GADB 403 Team Production II	
GADB 406 Internship	
GADB 409 Portfolio I	
GADB 419 Portfolio II	

Game Industry Experience

Company	Game Titles	Published	Year
Damarjian Interactive LLC http://www.damarjian.com/	Leo A Word Adventure	2017	15 -
	Ball-Istic	2018	Present
	Live Life Responsibly	2019	
	Pdi-Check	2019	
	My Life As A Bee Vr!	2019	
		Role: Art, Code and Game Design on all the above titles.	
Karuna Labs https://karunavr.com/about/	VR Interaction Designer/Programmer Create VR Simulations and Games for the treatment and management of chronic pain.	On Going	2019-present

See Vividly https://www.seevividly.com/team	Vivid Vision Game Loader, VR Role: produce art, code and game design for multiple games within the Vivid Vision loader.	2019	18 - Present
High Voltage Software https://www.high-voltage.com/	America's Army: True Soldiers Role: Weapon Artist	2007	07-10
	Nickelodeon Fit, Role: Character Artist	2011	
	Responder Fire Fighting Simulator Role: Prop and Environment Artist	2007	
	GhostRecon Advanced War Fighter Role: Character Artist	2007	
	Iron man 2: Role: Character and Environment Artist	2009	
	The Conduit Role: Asset Modeler	2009	
	Go Diego Go: Role: User Interface Artist	Unreleased	
	The Grinder: Role: Character Artist	2009	
	The Secret Saturdays : Role: Lead Character Artist	2009	
	Ni Hao Kai Lan: Super Game Day: Role: Lead Character Artist	2009	
	Dora Saves The Crystal Kingdom: Role: Character Artist	2009	
	Tournament Of Legends Role: Character Artist	2009	
	Disney'sGuilty Party: Role: Animator	2011	
	Captain America: Super Solider Role: Character Artist	2011	
	Conduit 2 Role: Asset Modeler		
Midway Games	John Woo's Stranglehold	2003	03, 05-
	Mortal Kombat VS DC Role: Contractor/Intern	2008	06

Publications

Title	Link	Year
Books		
A Path To the Game Industry: Environment Art Publisher: Focal Press	https://www.goodreads.com/book/show/28701641-game-environment-art	2020

A Path To the Game Industry: Character Art
Currently writing but approved for release
2022
Publisher: Focal Press,

Journals

Paper Title: Calibrated Measurement of Acuity, Color and Stereopsis on a Nintendo 3DS Game Console
[https://www.jaapos.org/article/S1091-8531\(18\)30178-2/abstract](https://www.jaapos.org/article/S1091-8531(18)30178-2/abstract)
2018
Authors: Kyle A Smith, Alex G. Damarjian, Aaron Molina, Robert W. Arnold
Journal of American Association for Pediatric Ophthalmology

Journal: Clinical Optometry
Paper Title: Calibrated Measurement of Acuity, Color and Stereopsis on a Nintendo 3DS Game Console
Approved but not published yet
Authors: Kyle A Smith, Alex G. Damarjian, Aaron Molina, Robert W. Arnold
Dove Medical Press Ltd

Oral Presentations

Television

Link

Year

Appearances

Residents Create App to Teach Kids About Money - NBC Chicago
<https://www.youtube.com/watch?v=zWABVSM5xAs&t=19s>
2019

Interview With NBC News
Title: Video Game Eye Test Could Spark Revolution
<https://www.youtube.com/watch?v=R5zQ-daf348>
2018

Conferences

Presented Poster at American Academy of Ophthalmology Meeting, Chicago.
2018
Co-Presentation on Games As Treatment Tools

The 44th Annual Meeting of the American Association for Pediatric Ophthalmology and Strabismus, Washington DC Co-Presentation on Games As Treatment Tools		2018
Chicago Toy and Game Fair Links:	https://www.youtube.com/watch?v=altTeoKV5Hc	2016
Game Developers Conference: Serious Games Round Table Group		2014
Indian Head Library System/Verizon Wireless Operation Game Creation: Game On	http://www.triblocal.com/prospect-heights/community/stories/2009/09/operation-game-creation-game-on/index.html	09-11

Gallery Exhibitions

Gallery	Link	Year
Ann Nathan Gallery Title: Society and Peace		2005
Museum Of Science And Industry Title: Game On	Link: https://en.wikipedia.org/wiki/Game_On_(exhibition)	2005
Interview With NBC News Title: Video Game Eye Test Could Spark		

Professional Memberships

Illinois Game Developer Association
Game Developers Conference
Serious Games Association Member

Technical Skills

Programming	C++, Java, C#, SQL, HTML, CSS
3D Modeling	Substance Suite, Zbrush, Maya, Blender and 3Ds Max

Animation

Game Development

Unreal, Godot and Unity

Academic Honors and Professional Honors

Gallery

Year

- **D-Case Grant Award**
- **Dean's List scholar**
- **Presidential scholar**
- **National Science Foundation Awardee Full Scholarship**
- **Teacher of the Year Award, Upward Bound**
- **E-Follet Full Scholarship**
- **Getz Full Scholarship**
- **Teacher of the Year Award, ILIC**
- **UIC Concept2Venture (C2V) Start-up challenge, 2nd place**