

Lucas M. Haley
lucas.haley@yahoo.com



228 NW 20th Avenue
Portland, Oregon 97213 USA
+1 (503) 736.1234

29 Happy Valley Road
Owhiro Bay, Wellington 6023 New Zealand
+64 (204) 109.0822

Summary Statement

Cross-discipline interactive multimedia professional, senior lecturer, and programme lead with broad research, instruction, and production experience in animation, film, game and interactive development.

Education

- ◎ **MFA, Visual Studies.** Pacific Northwest College of Art, Portland, Oregon. 2013-2015.
Thesis: *Distance Culling: An Investigation of the Overlap Between the Virtual and the Actual.*
Winner of the 2015 Thesis Award.
- ◎ **Dip Classical Animation.** Vancouver Film School, Vancouver, Canada. 2002-2003.
Graduated with Honours.
- ◎ **BA, Art History.** Reed College, Portland, Oregon. 1992-1996.
Thesis: *Gustave Caillebotte and the Realist Tradition.*

Experience

- ◎ **Senior Lecturer/Programme Lead.** 2016 - Present.
Massey University, Wellington, New Zealand.
Leads the development of a new undergraduate degree programme in film, animation, game development, and interactive development. Supervises academic development and methodology, scheduling courses, staffing and hiring, budgeting and procurement, marketing and recruitment, accreditation, and creation of new courses. Student cohort expanded from 48 to over 300 students. Work includes tight integration with the active internationally-recognised Wellington creative technologies community. Supervised postgraduate students and participates in research-based activities, presentations, and publications. Student successes include 2016 Trop Fest winner, 2017 and 2018 SPADA award winner, 2019 Gold Best award winner.
- ◎ **Full-time Faculty, Media.** 2008 - 2016.
Art Institute of Portland, Portland, Oregon.
Instructed beginner through advanced classes at undergraduate level. Created and developed curriculum. Instruction focused on technical, artistic and conceptual development, with interactive teaching and group critiques. Lead multi-term production teams in game development and digital animation. Worked with leading game development studios in developing mentorship programs and internships.
- ◎ **Freelance Animation and Programming.** 2001 - Present.
Animatology Studios, Portland, Oregon.
Independent LLC-based personal company. Projects involve illustration, design and animation, programming and database design. Clients included

ABC Family, Hallmark Channel, LeapFrog (with Pixar, Disney and Hasbro properties), Cisco, Nike, Oregon State University, Oregon Health Sciences University.

- ◎ **Digital Animator.** 2000 - 2007.
Contract animation through studios, including Renegade Animation Studios, Burbank, California and Mongadillo Studios, Portland, Oregon.
Broadcast animation and design. Projects included The Mr. Men Show for Cartoon Network, Slacker Cats for ABC Family, The Learning Company and Warner Brothers with international properties.
- ◎ **Instructor.**
Pacific Northwest College of Art, Portland, Oregon. 2005.
Animation instruction in the PNCA Continuing Education department, including both for-credit adult classes and pre-college workshops.
- ◎ **Multimedia Artist.**
Imagebuilder Software, Portland, Oregon. 1999 - 2001.
Illustration, animation, 3d design and video work for children's games (PC, Mac, PSX). Projects included BrainQuest for IBM/Workman, Intel SmartLabs, and Tonka SpaceStation for Hasbro.
- ◎ **Internet Developer.**
Ledge Multimedia, Portland, Oregon. 1997 - 1998.
Multimedia design and programming for web and CD-ROM based projects.
- ◎ **Graphic Designer.**
Eagle River Interactive, Portland, Oregon. 1996 - 1997.
Graphic design and production for web and CD-ROM based projects.

Awards and Honours

- ◎ **2019 RATA Award for Creative Leadership.** Massey University College of Creative Arts
- ◎ **2015 MFA Thesis Award.** Pacific Northwest College of Art

Professional Affiliations

- ◎ **ASIFA**
- ◎ **NZGDA**
- ◎ **HEVGA**
- ◎ **VES**