

**Lucas M. Haley**  
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## Education

- **Vancouver Film School** - Honors in Classical Animation 1/2002 - 1/2003
- **Reed College** - B.A., major in Art History 9/1992 - 2/1996

## Experience

- **Faculty at Art Institute Portland** 1/2008 - Present  
*Instructing beginner and advanced classes at college level. Develop syllabi and assignments. Instruction focuses on technical, artistic and conceptual development, with interactive teaching and group critiques. Classes include topics on Game Development, Animation, and Image Manipulation.*
- **Freelance Animation and Programming** 1/2003 - Present  
*Illustration, design and animation, programming and database design. Clients include Renegade Animation, Cisco, Nike, NemoDesign, Nextel, Oregon State University, Oregon Health Sciences University, and NeekDesign.*
- **Animator at Renegade Animation** 5/2006 - 2/2007  
*Animation and design. Projects include broadcast animation (The Mr. Men Show, Slacker Cats) and platform animation (Leapster and LeapPad, properties include Pixar's Cars, Ratatouille, Wall-E, Disney Princesses, Winnie the Pooh, Thomas the Tank Engine, Dora the Explorer and Diego)*
- **Instructor at the Pacific Northwest College of Art** 6/2005 - 10/2005  
*Flash instruction in the PNCA Continuing Education department, including both for-credit adult classes and pre-college workshops.*
- **Animator with Mongadillo Studios (www.mongadillo.com)** 3/2001 - 8/2001  
*Illustration, design, inking and painting, animation and output for web- and video-based cartoons. Series include Shawks (www.shawks.com), The Bottle, and Holiday Force, distributed by Shockwave, AtomFilms, JoeCartoon, CampChaos, and Hypnotic. Contract work includes CD-ROM based animation for The Learning Company and Warner Brothers.*
- **Multimedia Artist with ImageBuilder Software** 3/1999 - 3/2001  
*Illustration, animation, 3d design and video work for children's games (PC, Mac, PSX). Involved Maya, Photoshop, Illustrator, Animation:Master, AfterEffects, etc. Projects include BrainQuest for IBM/Workman, Digital Movie Creator for Intel SmartLabs, and Tonka SpaceStation for Hasbro.*
- **Internet Developer with Ledge Multimedia** 5/1997 - 7/1998  
*Responsibilities included creation and maintenance of corporate Websites, Intranets and Extranets. Projects involve coding (HTML, C++, Java, Javascript, PERL and proprietary technologies), graphical creation and modification, database design, server installation, setup and maintenance.*
- **Graphic Designer with Eagle River Interactive** 2/1997 - 5/1997  
*Design of graphics for a series of CD- and LAN-based multimedia training guides. Involved Photoshop, Illustrator, Infini-D, DeBabelizer, custom filter programming and direct involvement with user interface design and educational techniques.*
- **Graphic Assistant with Creative Multimedia** 11/1996 - 2/1997  
*Creation, correction and tracking of graphics for award-winning CD-ROM products and their related Websites and hybrid servers. CD-ROM projects include the Billboard Music, MusicMatch (now CDNow) and the Blockbuster Movie Guide.*