

ERIKA H RUHL

COMPUTER SCIENCE &
DIGITAL ARTS EDUCATION

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Summary

Enthusiastic, highly committed, Lead Game Design Instructor with 7 years professional teaching experience. Teaches a wide range of technical, college level courses to students of diverse backgrounds and needs. Integral in the design, implementation, and promotion of the "Computer Game Development " major at Mt. Hood Community College, including course curriculum design and custom writing of 300 multimodal lessons and tutorials. Deep knowledge of the local and global video game industries. 7 years of relevant industry experience and community participation as a freelance professional, including work with Adidas, Intel and a published AAA title.

Proficiencies

Technical

Autodesk Maya:

- 3D modeling (High and Low Poly)
- Texturing, UVs
- Lighting, Rendering

Autodesk 3ds Max:

Autodesk Mudbox

Adobe Photoshop

Adobe After Effects

HTML, CSS

Unity 3d Engine - C#

Unreal Engine – Blueprint/ Kismet

Educational

New course development and implementation

Custom multi-modal instructional material creation.

Student Advising/ Recruitment / Promotions

Face to Face, Online and Hybrid Experience

Scrum Project Management Methodology

Game Design Document Creation

Game Design Theory

UI/UX Design & theory

Mobile Game Design

Portfolio / Demo Reel Creation,

Relevant Experience

Program Head & Lead Instructor: Computer Game Development Degree Program

Mt. Hood Community College

January 2010 – Present

- Recipient of the 2011 Excellence in Teaching award for Part time faculty.
- Designed the Curriculum and Learning Outcomes for the majority of core classes for MHCC's Game Design Major.
- Assisted in hiring, advertising and implementing the new program at state level.
- Represented MHCC at 3 High School Career fairs, and frequently hosts high school students in class.
- Authored and produced over 300 custom, multi-modal lessons, demos, and tutorials for the major.
- Teaches a variety of beginning to advanced courses in Maya, Mudbox, Photoshop, Game Programming and Theory.
- Interviewed for 2 issues of the MHCC newspaper "The advocate", as well as "College and Community" and "Venture" college publications.
- Completed extra-curricular training for online teaching, including psychology and design for online courses, and the Blackboard software system.
- Researches new industry relevant trends and local job market, updating classes annually to maintain relevance.
- Advises overflow students and parents regarding the Computer Game Development Major and industry.
- Trains new hires on MyMHCC portal software.

STEM Youth Instructor

IUrban Teen

April 2015 – Present

- Created and Taught Animation workshops for at Risk youth
- Taught HTML, CSS and Web Design to students ranging from 9-15 as part of IUrban's Saturday teen program.

Game Design Instructor (online)

University of Advancing Technology

June 2015 – September 2015

- Taught a variety of 5 week intensive online courses to a diverse range of both national and international students.
- Assigned classes include university level (300 & 400 level) classes.

Game Design Instructor

Clackamas Community College

June 2015 – September 2015

- Taught a custom written crash course in Game theory, programming and production with the Unity 3d Game engine.

Product Creation Technology (Intern)

Adidas Group

July 2008 – October 2008

- Created shaders for virtual products, organizing and managing shader database for both Portland Oregon, and Herzo, Germany Headquarter locations.
- Created multimedia presentations to show off virtual assets to internal departments.

Freelance Digital / Game Artist

Various Clients

January 2008 – Present

Washington State University, Vancouver

- Guest Instructor for Technology / Art Capstone class. Taught 3d Game Production pipelines, demoed software and gave advice on specific student's technology projects.

Liquid Development / Blue Omega

- Created LOD state assets and lightmaps for published AAA title "Damnation " By studio Blue Omega.

Intel / Animation Dynamics Inc

- Created a variety of visual assets and UI elements for use within an internal project for client Intel.

Education

Masters of Science in Game Management & Production, University of Advancing Technology

2013 - 2014

Bachelor of Fine Arts in Game Art & Design, The Art Institute of Portland

2004 - 2008

Accolades

- Recipient of 2011 Excellence in Teaching Award for Adjunct Faculty, featured in 4 College publications.
- Participated on PAX panel for contribution to published book "Screen Future" By Briand David Johnson.
- Received recognition through the nationwide Art Institute newsletter for being a founding / board member of the Women in Animation PDX chapter, held position for 2 years.

Community Involvement

- 2015 – Present, IUrban Teen, Volunteer judge for youth Game Jam programs.
- 2008 – Present, Volunteer at local industry events for 3DPDX , ASIFA and AEPDX.
- 2008 - 2010, Co-Founder and Steering Committee member of Women-in-Animation international's Portland chapter, managing promotions, events and social media accounts.