

ANDREW STAFFORD, MFA

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Objective: Art Teacher,

CAREER PROFILE

Visionary, Artistic Instructor with over 18 years expertise as Professor of Arts / Visual Arts. Have a strong commitment to fresh, exciting, and unique methods of curriculum delivery. Cultivate and grow positive relationships with students, coworkers, fellow teachers, community members, and creative teams. Foster and support a strong culture of learning. **Skills:**

- Curriculum development / execution
- Effective artistic presentations
- Creative student empowerment
- Instructional strategies and techniques
- Outcome based learning
- Student testing and evaluations
- Critical methods
- Comprehensive assessment
- Visual design principles
- Film production / photoshoots
- Storyboard / Concept artistry
- Learning theories

Software:

- Adobe Creative Suite, 3D Studio Max, Microsoft Office, Microsoft Photoshop

CAREER HIGHLIGHTS

- **Taught numerous college level art classes:** *Drawing 1 and 2, Painting 1 and 2, 2 and 3 Dimensional Design 1 and 2, Sculpture, Art History 1 and 2, Video Game Development, Fundamentals of Color, Video Game Design, Storyboards, Animation, Photoshop, Graphic Design, Illustration, Portfolio 1 and 2.*
- **Instructed *Advanced Portfolio* course** working closely with state zoo and children's museum to develop interactive exhibits. Students created, set up, and presented projects. Confirmed recording of all student work in digital format, and proper framing / display.
- **Managed student internships** as Internship Coordinator / Professor of Arts with Sanford – Brown Collaborated with organizations to ensure students completed required 120 hours of internships.
- **Consulted with students on their academic progress** as Academic Advisor. Determined methods of improving student performance and prevented many 'at risk' students from dropping the program.
- **Collaborated with Smithsonian in Washington D.C. to create a living history memorial.** Worked closely with the Veterans Administrations to interview WW2 veterans and develop live video shoots for a 'Living History Exhibit'. Facilitated and organized project from start to finish, including outreach to the Smithsonian, recording stories, creating storyboards, producing, editing, and submitting final video. Exhibit traveled throughout U.S. until being on permanent display at the Library of Congress.
- **Scenic Artist** for shows, '*Homicide: Life on the Street*' and '*Falls Road*', and movies, '*Mars Attacks!*', '*Washington Square*,' and '*Absolute Power*.' Duties included painting scenery for false backdrops, assisting in creating storyboards, and working with art department to design character drawings.
- **Worked with Tim Burton and Clint Eastwood, Directors of '*Mars Attacks*,' and '*Absolute Power*' as well as Producer, '*Barry Levinson*.'**

PROFESSIONAL TEACHING EXPERIENCE

North Hennepin Community College – Brooklyn Park, MN; 8/2013 – present

Professor of Visual Arts

- Received 5/5 stars on '*Rate my Professor*' web site resulting in numerous class referrals.
- Created first ever, popular '*Video Game Development*' course in Minnesota with full class loads.

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- Increased enrollment 275% with a class waiting list by rewriting all syllabi and restructuring subject matter into more challenging and interesting projects.
- Cut student cost for art supplies 25%. Negotiated reduced prices in exchange for allowing vendors to evidence product quality by displaying student work.
- Receive over 95% course evaluation ratings from students.
- Gallery Supervisor from 2023 – 2024 while also instructing the Visual Arts Program. In charge of contacting artist to feature their art for shows in the college art gallery, including digital art, ceramics, and sculptures. Worked with Channel 9 to advertise and publicize shows.

Sanford – Brown College – Mendota Heights and Brooklyn Park, MN campuses; 1/2006 – 2/2013 Professor of Arts

Video Game Development and Visual Communications

- Taught and designed curriculum for *Game Development* and *Visual Communications* courses.
- Collaborated with Smithsonian in Washington D.C. to create a living history memorial. Worked closely with the Veterans Administrations to bring in WW2 veterans, interview them, and develop live video shoots for a 'Living History Exhibit'. Facilitated and organized project from start to finish, including outreach to the Smithsonian, recording stories, creating storyboards, producing, editing, and submitting final video. Exhibit traveled throughout U.S. until being on permanent display at the Library of Congress.
- Led and set up 24 hour 'Game Jam' international competition to create a video game based on one theme: '*Game for Peace*'. Assisted students in creating characters.
- Contacted and invited game industry professionals to critique students' game projects. As a result, some students were hired to work for some of these organizations.
- Secured ACCSC Accreditation (Accrediting Commission of Career Schools and Colleges). Worked with state officials each term to ensure curriculum, syllabi, and rubrics met ACCSC standards.
- Hired and supervised Teaching Assistants. Delegated work and ensured tasks were completed in an accurate and efficient manner.
- Managed purchasing and student distribution of supplies and software.
- Served on multiple committees: ACCSC, Service Learning Committee, Portfolio Advisor Committee, Academic Advisor Committee, and Professional Advisor Committee.

Community Relations

- Inspired inner city youth to pursue art by partnering with '*Character Design*' class with service learning for Boys Club of Minnesota.
- Fostered positive community relations and partnerships by working with Washington Technical Magnet School to create characters for video games.
- Communicated regularly with Service Learning Department which serves as liaison with diverse community and professional organizations. The organizations worked with students to create student projects and introduce art into the community.

Gallery Supervisor

- In charge of contacting artists to hang their artwork for art shows in the college art gallery, including hanging up digital art, ceramics, and sculpture art.
- Worked with Channel 9 to advertise shows for public-handled publicity and advertising for the shows.

Budget Management

- Cut student costs for art supplies 43% by renegotiating contracts with suppliers.
- Eliminated thousands of dollars in student technology expenses.

Faculty Member

- Initiated proposal for *Figure Drawing* class which was unanimously approved. Developed a syllabus which included a grading rubric, still being used in the program.
- Added responsibilities of handling tuition payments and purchasing art supplies.

AWARDS AND SCHOLARSHIPS

Awards

- Received **Service Learning Recognition Award** in 2012 for work with the Boys and Girls Club of Minneapolis, Technical Magnet School, and Veteran's Project.
- **Career Education Corporation Employee Recognition Award**, 2007 - 2013
- **Teacher of the Quarter Award** in 2010 voted by both students and faculty.
- **Nominated for Teacher of the Year** in 2010 nominated by faculty and students at Brown College to represent them at the CEC Teacher of the Year Award Show, Chicago, IL.

Scholarships

- New York Academy of Art Scholarships, Spring and fall semesters, 1998, 1997
- Juried Undergraduate Show Finalist, Maryland Institute College of Art, 1995
- Maryland Institute College of Art Scholarship, 1994
- Merit Scholarship Maryland Institute College of Art, 1993

PROFESSIONAL ART EXPERIENCE

NAMI (National Alliance on Mental Illness) – Minneapolis, MN; 3/2024 – 7/2024

Freelance Artist

- Created 28-color storyboard on Microsoft PowerPoint for use in teen mental illness information.

Clear Comet Productions – Chanhassen, MN; 8/2013 – 8/2014

Art Designer / Instructor

- Produced series of online instructional videos on Figure Drawing to be used with the filming process.

Zach Peterson Production – Stillwater, MN; 2/2013 – 8/2014

Storyboard Artist

- Created 2 live action story boards for commercials.

Xigent Software – Minneapolis, MN; Summer 2013

Concept Artist

- Developed live action story boards for commercials.
- Instrumental in 10% sales increase over 6 months for the organization.

Gallow Games – Plymouth, MN; 3/2011 – 6/2016

Artist

- Produced concept art for the iPhone video game, *Mondo Voodoo*, including character designs, environmental art, and interior scenes.
- Design can be seen on website *artbystafford.com*, and company website, *gallowgames.com*.

Warp the Foam, LLC Peapod – Minneapolis, MN; 2011 – 2012 **Concept**

Artist

- Developed storyboards for educational video game, "PRIMS", designed to teach preschoolers how to count and recognize shapes. Created character designs for all major characters in the game.

- Achieved successful game release.

Comic Book Illustrator, LLC Peapod – Orange, NJ, 1998

- Created independent underground social protest 35-page comic including all sketching and inking.
- Won praise from Urban League for gritty realism of inner-city life difficulties.
- Secured printing of several issues sold in underground comic book shops.
- Donated proceeds to inner city charter schools.

WBAL11 – Baltimore, MD, 1995 – 1996

Courtroom Artist

- Sketched various courtroom scenes related to murder and robbery, which were reproduced on evening news. Produced over 50 courtroom scenes.

Mid-Atlantic Local Union #487 – Baltimore, MD; 1994 – 1996

International Alliance of Theatrical Stage Employees, Moving Picture Technicians, Artists and Allied Crafts of the United States and Canada

Scenic Artist

- Worked for producer Barry Levinson and Directors Tim Burton and Clint Eastwood.

Mural Project of Baltimore – Baltimore, MD, 1994 – 1995

Mural Painter

- Painted various murals in downtown Baltimore which involved community participation and depicted various African American heroes and social issues affecting the community.

ART EXHIBITIONS

Traditional

Classical Realism Exhibit, The Atelier, Minneapolis, MN, 2003 - 2013

Classical Art in Today's Culture, School of Representation Art, Chicago, IL, 2005

Nude in Modern Society Exhibit, Mims Studio, Southern Park, NC, 2004

Classical Realism Exhibit, Bougie Studio, Minneapolis, MN, 2000 - 2002

Juried Exhibition, Florence Academic, Florence, Italy, 1999

Juried Drawing Exhibition, New York Academy of Art, New York, NY, 1998

Juried Masters Exhibition, New York Academy of Art, New York, NY, 1997

Juried Drawing and Painting Exhibition, New York Academy of Art, New York, NY, 1997

Juried Undergraduate Exhibition, Decker Gallery, Maryland Institute of Art, MD, 1995

The Nude in Today's Society, Fox Gallery, Maryland Institute of Art, MD, 1995

Junior Independent Exhibition, Fox Gallery, Maryland Institute College of Art, MD, 1994

Drawing and Painting Over the Lines, Fox Gallery, Maryland Institute of Art, MD, 1993

Merit Scholarship Award Recipients, Fox Gallery, Maryland Institute of Art, MD, 1993

Art On the Tracks Art Exhibition, Broad Street, Pensacola Junior College, FL, 1992

Non-traditional

Commercials, Peterson, Industries, Stillwater, MN, 2013, vimeo.com/58562405, vimeo.com/58570391, vimeo.com/58590544, vimeo.com/58570391, vimeo.com/58590544. Also seen on website, artbystafford.com.

EDUCATION

MFA - New York Academy of Art – New York, NY

Graduate School of Figurative Art

BFA – The Maryland Institute – Graduated Cum Laude

College of Art, General Fine Arts

IC3 (Internet and Computer Core Certification), 2012

Tier 1 and Tier 2 Teacher Certifications

VOLUNTEER

Art Teacher – Edina Art Centre – Edina, MN, 2014 – 2015
Portrait Artist – Woodbury Senior Services – Woodbury, MN, 2013
Mystery Reader – Primrose School – Woodbury, MN, 2013
Pet Portrait Artist – Paws on Grand – St. Paul, MN, 2013

PROFESSIONAL MEMBERSHIPS

Association of Independent Colleges of Art and Design (AICAD)
Motion Picture Studio Mechanics Local Union 487
New York Academy of Art Alumni Association
Contemporary Fine Art International
Game Artists Network
Game Related Educators
Game Design Professionals
Game Developers Conference (GDC)
International Game Developer Association
The Film Industry Network
Sculpture Club – Studio Pintura