

DLoose CV 2025 - Courses Taught + Faculty Training

University of Southern California - USC	16 Week Semester			
	FALL	SPRING	SUMMER	
CTIN 499 Generative AI for Games	2025			
CTIN 290 Digital Media Workshop		2025		
CTAN 280 3D Animation for Games	2023			
CTIN 499 – Special Topics: Visual Development for Games	2024	2024		
CTIN 499 - GLO – Games as a Service/Live Ops	2025			
CTIN 491 Advanced Game Project I	2025 2024 2023			
CTIN 493 Advanced Game Project II		2025 2024		
Art Institute of California Orange County	11 Week Quarter			
	WINTER	FALL	SPRING	SUMMER
EM2254 A Matte Painting				2017
MA3322 A 3D Visual Effects				2017
Mount San Jacinto College	11 Week Quarter			
	WINTER	FALL	SPRING	SUMMER
DIG-180 Digital Media Design (now DIG-580)		2019	2020	
DIG-190 Digital Video Design 1		2019		
DIG-198 Digital Media Project Management (now DIG-598)			2020	
MUL-131 3D Animation		2015		
DIG-172 Motion Graphics (now DIG-570)		2019 2016 2017		
Art Institute of California San Diego & Inland Empire	11 Week Quarter			
	WINTER	FALL	SPRING	SUMMER
MA3312 Adv. Lighting and Texture (MAYA, 3DS MAX)	2010	2010 2011	2010	2010
GA3311 Materials and Lighting (MAYA)			2010	2011
MA1134 B Principles of 3D Modeling (GAD)	2011		2011	2010 2011
VG2214A Technical Animation (3DS MAX)	2011			2011
GA3311B Materials and Lighting	2011		2011	
MA2204C 3DAnimation (GAD)			2011	
GA3323A 3D Scripting		2011		
ID1139A Intermediate AutoCAD	2013			2013
ID3330A ID Digital Camera & Lighting	2013 2014			2013
GA2212A Game Modeling & Animation			2013	
ID3320A ID Comp 3-D Modeling (Sketchup)		2013	2013	
MA2212A 3DCameraTechniques (Maya)			2013	
GWDA302A Information Design		2013		
FND105M1 Design Fundamentals	2014	2013 2014	2014	

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GWDA101M1 Applications & Industry	2014	2013		
INTA203A CAD II (AutoCAD, Revit)	2014			2014
DT2255 A Design for Manufacturing			2014	
INTA303 A Digital Modeling I		2014	2014	
MA4405 A Intermediate Motion Graphics			2014	2014
MAAA233* Interactive Motion Graphics			2014	
GWDA303* (with MAAA233)		2014		
DT3322 Consumer Product Design				2014
GWDA201* Video Production		2014		2014
WDM1134* (with GWDA201)				
INTA313 A Digital Modeling II (AutoCAD)				2014
Art Institute of Pittsburgh - Online Division	5.5 Week Course			
	WINTER	FALL	SPRING	SUMMER
MAAA 101 - Language of Film and Animation		2015	2016	
C132 Survey of Animation	2012	2012	2012	2012
	2013	2013	2013	2013
	2014	2014	2014	2014
C313 Digital Compositing	2012	2013	2014	
C123 Life Drawing for Animation	2013		2012	
C211 Storyboard Rendering for Animation	2013		2014	2010
California State University San Marcos	16 Week Term			
	WINTER	FALL	SPRING	SUMMER
VSAR 402 Imaginary Worlds (Visual Storytelling – After Effects)		2015		
Southern New Hampshire University (online)	8 Week Term			
	WINTER	FALL	SPRING	SUMMER
IT-207 Information Technology and Digital Games	2014		2014	
Woodbury University	15 Week Term			
	WINTER	FALL	SPRING	SUMMER
GAME 351 Directed Study (online remote)		2013		
California State University Long Beach	Semester			
	FALL	WINTER	SPRING	
Freshman Foundation 1	1994, 1995		1995	
Freshman Foundation 2		1995		
Rapid Visualization (Marker sketching and rendering techniques)	1994, 1995	1995	1995	
Perspective Drawing	1994, 1995	1995	1995	
Rhode Island School of Design	Semester			
	WINTER	FALL	SPRING	SUMMER
Rapid-Viz Marker sketching + rendering techniques	1994	1993		
Senior Design Studio		1993		
Graduate Studio	1994			
Massachusetts Institute of Technology	1991 - 1993			
Principles of Industrial Design Presentation	Graduate MBA/ME Program			
Massachusetts College of Art	1982 - 1989			

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Industrial Design Presentation I and II - Marker Rendering for Industrial Design	Taught multiple sections of this course from January 1982 to June 1989	
University of Southern California [completed online]	Date Completed	
Information Security Awareness for Faculty (2025)	4/5/2025	
Workplace Violence Prevention Plan Training	10/6/2024	
Protecting Youth: Abuse & Neglect Prevention	4/16/2024	
Information Security Awareness for Faculty (2024)	4/16/2024	
Harassment Prevention for Managers (2023-2024)	9/8/2023	
Information Security 101 for Faculty	9/1/2023	
Multifactor Authentication	8/31/2023	
Integrity and Accountability Code Training	8/31/2023	
Art Institute Training Courses [online*]	Date Completed	
Engaging the Student in the Right Way *	January 2016	
Programs of Study *	January 2016	
EDMC Business Ethics Policy and Code of Conduct *	FY 2014, 2016	
Sexual Discrimination *	October 2014	
Formative and Summative Assessment	November 2013	
Assessment Techniques / Critique	September 2013	
APA & MLA Formats / Fair Use in the Classroom	September 2013	
Teaching Millennial Students Online *	January 2013	
ADA – Americans with Disabilities Act Training *	2010, 2012	
Digital Bookshelf *	March 2012	
FERPA *	March 2012	
The Art of Teaching at AI * 20 Hours	June 2010	
AI Online Faculty Orientation * 60 Hours	June 2010	
Southern New Hampshire University Training Courses [online*]	Date Completed	
Blackboard Online Course Facilitation Training * 100 hours	August 2013	