

Duane Loose

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ART DIRECTION / CONTENT DESIGN / DIGITAL MEDIA EDUCATION: Veteran art leader for AAA game development teams. Award-winning visual development and art direction for Entertainment, Medical, Aerospace, Technology, and Manufacturing industries. Master teacher and instructional designer for Higher Education design and media programs.

- **USC - University of Southern California:** FALL 2023 – Present. RTPC Professor | Lead Faculty Game Art program in the School of Cinema Interactive Media and Game Design Program. Redesign of program curriculum to organize Game Art career concentrations. I co-lead the integration of emerging AI technology process and tools.
- **DLoose Design:** 2007 – Present - Contract digital media artist in AI, motion graphics, design visualization, UX/UI, and video production. Tools: 3DS Max, Blender, Adobe Creative Suite, UNREAL, ChatGPT, Midjourney. Notable projects include art direction, production design, titles, and motion graphics for award winning feature documentary films **“America Boxed In”** and **“CLIMB”**; web series: **“Gemini Division”** and **“Afterworld”** for Sony Pictures Television International and NBC Digital. Title design concept development for Paramount’s 2009 **“Star Trek”**. Vehicle Concept Artist for Hairbrained Schemes **“BattleTech”**. Art and UX/UI Direction for Artifact Technologies’ geo-fenced **“Mixby”** app projects **“DIG”** and the **“Aquarium of the Pacific”**. Current focus is on **AI tools and Design Visualization using UNREAL**.
- **TLM Partners, Inc.:** 2017- 2023. Senior Art Director, Art Fellow, Head of CoE, VP/Studio Art Director. Studio leader building the art team, mentoring career development, C-Suite advisor. Established an international art team in a start-up work-for-hire studio. Developed new IP, UI/UX for AI tools, led TLM’s University internship program: CoE, and supported marketing promotional video production. Game projects included: **“Back 4 Blood” PC 2021** for Turtle Rock Studios and Sensorium’s AR/VR project **“Galaxy” PC/Online 2022**.
- **Blind Squirrel Entertainment:** 2016-17. Studio Art Director for a co-development studio. Led a 40+ artist team, mentoring them in their career development by establishing position guides using the Radford Surveys. Supervised four art directors in their work on AAA projects for Sony and 2K. Notable projects include: **“GOD OF WAR”** (uncredited) for Sony, **“Prey” PC 2017:** cinematics preproduction for Arkane Studios and **“Mafia III” PC 2016** for 2K.
- **GameCloud Studios:** 2010-11, 2014. Studio Art Director / UX Director for mobile games, and apps. Directed the work of art teams in USA and China. Notable projects included **“Epic Goal”** for Kabam, UX/UI design for the **“Glo”** bible app, and concept design, lighting and visual effects in Unity for **“FLIGHT”**, a neuro-training app for children from PlayTo.
- **Connect Marketing:** 2011-12. Director 3D/Animation in a B2B creative agency. Motion Graphics, Video Production for clients including Siemens, Symantec, F5, and Catchpoint. 2011 Silver Telly award for F5’s **“Dynamic Data Center”**.
- **Electric Farm Entertainment:** 2007-08. Senior Art Director/Production Designer: award-winning cross media web series' **“Afterworld”** for Sony Pictures Television Int’l (SPTI) and **“Gemini Division”** starring Rosario Dawson for SPTI and NBC Digital.

Electronic Arts Los Angeles (EALA): 2004 to 2007. Senior Art Director for **"Medal of Honor: European Assault" PS2 2005**. Directed art teams of 60+ artists in LA and Montreal including outsourcing game assets and cinematics. Art Director for **"Command and Conquer: Tiberium"** (cancelled): next gen PC game using Unreal 3. Pre-production Art Director for **"Command & Conquer 3: Tiberium Wars" PC, XBOX 2007**.

- **Discreet div. of Autodesk:** 2002 to 2003. Animation + Visual Effects Products Specialist. (Application Engineer) Introduced 3DS Max 5 into the US Southwest region. Supported sales growth of 17% for FY 2002.
- **Creative Capers Entertainment:** 1994 to 2001, 2004. Supervising Art Director 45 game titles for Disney Interactive. Production Designer/VFX Supervisor Direct-to-Video Feature Films for LEGO/Miramax: **"Bionicle: Mask of Light" 2003** and **"Bionicle: Legends of Metru Nui" 2004**. Winner DVD Academy award for Best Visual Effects.

HIGHER EDUCATION FACULTY

- Instructional designer/teacher for courses in digital media and design programs. Expert in Brightspace, Canvas, Blackboard, and Moodle LCMS tools for curriculum and syllabus development. Known for fun, innovative, and engaging learner-centered courses.
- Notable schools include USC, MIT, Rhode Island School of Design, Mount San Jacinto College, Woodbury University, Cal State Long Beach, The Art Institute of California: San Diego, Orange County and Inland Empire campuses, Art Institute Online, and Southern New Hampshire University Online.

EDUCATION

- **Master of Fine Arts Computer Animation** Al Miami International University of Art and Design, Miami, FL - Graduated 2008 MFA Thesis: **"Storytelling and Cultural Memory"** explores the artist's role as a creator of memorials such as **"The Vietnam Veterans Memorial"**.
- **Bachelor of Fine Arts Industrial Design** Brigham Young University - Provo, UT – graduated 1979. Summer internship at Ford Design Staff. Design Department Assistant. Dean's list for academic achievement. Notable projects include GM Electric Car Interior and ARMCO Steel

INFO

- Published author [InformIT](#), [Pearson](#), and [LinkedIn Learning](#)
- Dual Citizen: USA and Canada
- Languages Spoken: English(native), Cantonese(proficient), and Mandarin(elementary)
- Staff Member / Certified Co-leader: **The Mankind Project 1995 -2001:** 2000+ hours training and certification in conflict resolution, life mission empowerment, and personal growth mentoring
- Two-time volunteer staff member of **The Inside Circle** working with convicts inside Folsom Prison.
- Served a two-year church mission to Hong Kong, China (British Crown Colony) 1973-1975