

Duane Loose CV Addendum – Courses Taught / Faculty Training Record

University of Southern California <i>School of Cinematic Arts Interactive Media & Game Design Program</i>	16 Week Semester			
	FALL		SPRING	
CTIN-499 Undergraduate Pre-Production: Advanced Games Project			2026	
CTIN-481 Introduction to Worldbuilding for Games (Unreal)			2026	
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	

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ID3320A ID Comp 3-D Modeling (Sketchup)		2013	2013	
MA2212A 3DCameraTechniques (Maya)			2013	
GWDA302A Information Design		2013		
FND105M1 Design Fundamentals	2014	2013 2014	2014	
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 2013 2014	2012 2013 2014	2012 2013 2014	2012 2013 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	
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			

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Massachusetts Institute of Technology	1991 - 1993
Principles of Industrial Design and Design Presentation (Sketching and Rendering)	Graduate dual degree MBA/ME Program

Massachusetts College of Art	1982 - 1989
Industrial Design Presentation I and II – Marker Rendering for Industrial Design	Taught multiple sections of this course from January 1982 to June 1989

FACULTY TRAINING

University of Southern California [completed online]	Date Completed
Cybersecurity + Information Security Awareness for Faculty (2025-2026)	4/5/2025 / 2/22/2026
Workplace Violence Prevention Plan Training	10/6/2024 / 2/22/2026
Protecting Youth: Abuse & Neglect Prevention	4/16/2024
Information Security Awareness for Faculty (2024)	4/16/2024
Harassment Prevention for Managers (2023-2026)	9/8/2023 / 2/22/2026
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