Harold InDelicato | curriculum vitae

education   (revised October 2016)

2005   Master of Fine Arts Degree (MFA)
        Boston University Boston, MA

2003   Master of Arts Degree (MA)
        Rhode Island College Providence, RI

1996   Bachelor of Arts Degree in Studio Art (BA)
        Rhode Island College Providence, RI

teaching experience

2012-Present   Springfield College   Springfield, MA
                Assistant Professor   Game Design and Web Design/Interactive Media/3D Design

                Currently teaching a structured curriculum of practical design/gaming/3D courses
                including fundamental elements, principles, methods and technical processes

                Creating comprehensive lesson plans relating to new media/computer graphics involving
                the combination of critical theory and design concepts for practical, corporate and
                academic application

                Providing mentoring and advising to students involved in corporate internships

                Recommending up-to-date textbooks and software technology/hardware
                configurations to meet current trends in the media/computer graphics industry

2010-2012   Art Institute of New York City   New York, NY
                Adjunct Professor   Graphic Design and Web Design/Interactive Media

                Taught various classes involving structured curriculum of practical design techniques and
                theoretical concepts including fundamental elements, principles, methods and
                technical processes

                Created comprehensive exercises related to new media involving the integration of
                relevant theoretical concepts with digital technologies for practical, corporate and
                academic application

                Utilized the Adobe CS5 Design Suite Master Collection software to train students in the
                handling and procedure of computer graphics software technologies in relation to new
                media, graphic design and animation

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teaching experience (continued)

2008-2012   Rhode Island College   Providence, RI
Adjunct Professor   Art Department / Communications Department

Taught media, art and communications courses involving motion graphics and digital video editing, production, workflow and methods including software/hardware training and troubleshooting

Provided teacher mentoring and student career preparation

Conceived, wrote and implemented course packages in applied new media including individual week-by-week lesson plans, assignments, grading rubrics and syllabi

Recommended up-to-date textbooks and software technology configurations to meet current trends in the media industry

Initiated cooperative learning projects to encourage student group participation

2007-2011   Johnson & Wales University   Providence, RI
Adjunct Professor   School of Technology

Developed and taught motion graphics and animation courses with the goal of familiarizing media students with visual design concepts and contemporary critical media theory

Created courses and prepared projects and assignments related to graphic design, media, animation and web design curriculum

Advised and recommended current software and hardware technology configurations based on speculations in recent industry trends

2005-2007   New England Institute of Technology   Warwick, RI
Instructor   Multimedia and Web Design

Worked with multimedia and web design students in numerous courses involving fundamental design principles, methods software training and technical processes

Created and delivered (course packages) smart room class lessons using Blackboard Academic Suite and Smart Board (interactive whiteboard) technology

Coordinated field trips to museums and art galleries to provide students with a foundation in design and visual arts

2005   Boston University   Boston, MA
Teaching Assistant (Web Page Design, Graphic Design)

Assisted Professors in teaching freshman and junior year graphic design students

Provided technical support for multimedia and design software technologies

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professional experience

2004   Rhode Island College   Providence, RI
Web Designer / Media Designer   Student Union Graphics Department/Campus Card

Worked with various technologies to custom design and prototype the Rhode Island
College student website

Created computer graphics, Adobe ColdFusion (CML) database and XHTML/CSS
code to support student website project

2001   Prism Technologies Incorporated   Cranston, RI
Art Director / Senior Media Designer (Computer Graphics)

Worked with corporate clients to custom design multimedia, websites and print graphics

1999   RA Studios   North Providence, RI
Computer Animator / Game Designer (3D Artist)

Created 3D environments and animated characters for computer games

Developed characters, levels and animations for computer games through hand
rendered sketches and storyboards

1996   Datel Incorporated   Mansfield, MA
Technical Illustrator / Junior Graphic Designer

Performed proofreading, illustration and graphic design for catalog and
data-sheet publications

Interpreted and recreated engineering diagrams for delivery through web and print
media data-sheet and catalog publications formats

special trainings

1999   Rhode Island School of Design   Providence, RI   Continuing Education
3D modeling and animation on Silicon Graphics workstation (SGI) using
Autodesk Maya (formerly Alias|Wavefront) Level 1 & 2 Alias Training

1998   Before & After Creative Consulting   Tiverton, RI
Tom Monahan's Creative Summer Camp: a three day training program consisting of
problem solving, brainstorming, and the fundamentals of creative thinking in
corporate groups

exhibitions

2017   "Henry's Kids"
ArtProv Gallery
150 Chestnut Street, 3rd Floor, Providence, RI

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exhibitions (continued)

2015   "Springfield College Visual Arts Faculty Exhibition"
William Blizard Gallery
William Blake Hall, 2nd Floor
263 Alden Street, Springfield, MA

2010   "RISD Summer Faculty Exhibition 2010"
Woods-Gerry Gallery
A Rhode Island School of Design Summer Faculty Exhibit
62 Prospect Street, Providence RI

2009   "The State of the Arts in RI"
University of Rhode Island (URI) Feinstein Providence Campus Gallery
A URI, CCRI Faculty, Student, Alumni and Retired Faculty Exhibit
80 Washington Street, Providence, RI

2005   "Master of Fine Arts (MFA) Graduate Student Exhibition"
Boston University Art Gallery
Boston University School of Visual Arts
855 Commonwealth Avenue, Boston, MA

2003   "Boston Cyber Arts Festival"
Boston, MA
Rhode Island College Master of Arts Degree in Media Studies (MA) group exhibition
600 Mount Pleasant Avenue, Providence, RI

2000   "Nine Artists: Recent Works"
Bush Gallery, Bryce Studio
212 Weybosset Street, Providence, RI

1999   "Mission Providence"
A Rhode Island School of Design (RISD) student organized gallery exhibition
Peerless Building, 229-239 Westminster Street, Providence, RI

1996   "The Annual Senior Show"
Edward Mitchell Bannister Gallery
Bachelor of Arts (BA) Student Exhibitions
Roberts Hall, 600 Mount Pleasant Avenue, Providence, RI

publications

2016   "Coming This Christmas From Hasbro"
Editorial Comic   Rhode Island Media Cooperative
http://www.RIMediaCoop.org

2008   "Hope Radio Sessions DVD"
Production Assistant   Ronnie Earl and the Broadcasters Stony Plain Recording
http://www.amazon.com/Hope-Radio-Ronnie-Earl-Broadcasters/dp/B001C0I630

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publications (continued)

2000   "Desperados"
        Modeler and Animator   3D computer game for Valusoft (http://www.valusoft.com/)
        Sold nationally through Walmart department stores
        http://www.e-dealsusa.com/2723.htm
        http://www.giantbomb.com/desperados/61-26542/

1999   "Lucan"
        Illustrator   3D model for Tom Monahan (creative director) at the 1999
        "Annual HOW magazine Design Conference" in Dallas May 23–26
        http://www.howdesign.com/howdesignconference/

1998   "DC/DC Converter Mart"
        Designer   Magazine advertisement for DATEL in "Electronic Products"
        national trade magazine, September 1998
        http://www2.electronicproducts.com/

software   Adobe Creative Suite, Photoshop, Illustrator, Flash, AS3, Dreamweaver, InDesign, Coldfusion,
            CML, Autodesk Maya, Final Cut Studio, Sony Vegas Pro, Sony Sound Forge, Mudbox

            Code: XHTML, HTML, CSS, JavaScript, CML, Actionscript AS3

            Teaching: Blackboard Academic Suite, Moodle

            Hardware and Peripherals: Cubify 3D printer, Makerbot 3D printer, Oculus Rift, Inkling

awards   Johnson & Wales School of Technology Annual Faculty and Staff Awards
            Adjunct Faculty of the Year 2009–Computer Graphics & New Media

public service   Pathfinder Regional Vocational Technical High School – Technology Committee
                  Computer Technology Program Advisory Committee – Cranston West High School, RI
                  Design and Visual Communication Advisory Committee – Attleboro High School, MA