

[REDACTED]

Assistant Professor of Animation, Design
Faculty Development Plan & Professional Goals

PERSONAL STATEMENT

During my Interview process when applying to teach here, I was asked why I wanted to work at BYU. My reply then is still true: My dream job would be a place where I can teach the principles of animation and the principles of the gospel of Jesus Christ together. I did not realize how much I would be able to infuse these two things together. I cannot separate the two; everything I have learned and become is because of my faith in Jesus Christ. I literally teach, in both drawing and the gospel, that we progress "*line upon line*". Loving the students for who they are and what they can become, living my life in a way that is an example to them beyond my professional resume, and inviting them to act courageously in faith to accomplish all the Lord has in mind for their lives is my teaching philosophy. I continue to love my opportunity to associate and collaborate with my fellow faculty and to include them as my friends. I am blessed to do what I am passionate about with such good people who are dedicated to their careers, teaching students, and serving the Lord.

1. SELF-ASSESSMENT

TEACHING

I love to teach. To be able to share my knowledge and excitement about animation and art has always brought me joy—and to be able to provide the knowledge and feedback that I wished had been available to me as a student is so fulfilling and rewarding. It is powerful and motivating to see students catch the vision and excitement of not only the principles of animation, but also the principles of the gospel which will help them find true balance and learning.

- **Strengths**

- I love Jesus, interacting with other people, and animation (*the comprehensive list is much longer*)
- I have a broad résumé of projects and experiences which connect with most of the things my students want to learn and pursue professionally or just out of curiosity.
- I am great at explaining things. I really enjoy using every-day physics examples of helping people understand animation principles.

- I love the learning environment and teaching others.
- Fun. The work we do is challenging and time consuming, so let's just enjoy the process.
- I preach kindness and the need to help others along our journeys.
- **Areas for Growth**
 - Syllabuses. Organizing my class lectures and assignments.
 - Less assignments and more time to create quality over quantity.
 - More reference material
 - Video examples from movies, video games, television shows, and interesting real-life footage of motion, comedy, and drama
 - Digital slides for art and design and motion
 - Giving bad grades—not being unnecessarily kind/sympathetic

SCHOLARSHIP

I have been blessed to work on a lot of really cool stuff in my career. Becoming a full-time professor created a particular challenge for continuing to work on the highest levels of animation production (like feature film animation). Specifically, all the major animation studios require animators (even short-term contracts) to be available full-time during the needed production times, which often falls during the teaching semesters. I am faithful in doing my part (both religiously and professionally for BYU) and letting the Lord provide the opportunities which will help me find the work I need (and want) to do, not only for the benefit of our students and the university, but for my own progression and fulfillment. I recognize that process will often take creativity and miracles—but I make those a part of my life every day.

- **Strengths**
 - I can animate. I have a varied background of different animation styles.
 - I am creative and can design appealing characters and environments.
 - I can tell a story, both through art, animation, and words.
- **Areas for Growth**
 - The technical aspects of creating animation and art.
 - Learning new software
 - Integration of live-action and animation
 - Motion Graphics (After Effects)

CITIZENSHIP

In my short time serving on committees here at BYU, I have appreciated seeing that “*many hands make light work*”. While there is much to be done in helping the university run efficiently, when it is organized and broken down effectively, the workload is very manageable, and the time spent together as participating faculty can be fun and purposeful. I am committed to contributing to help the university and our department run smoothly.

- **Strengths**

- “*Plays well with others*”. I like working with other people and being helpful.
- I know when and how to ask questions and to discover solutions. I include others in the process.
- I am great with a checklist

- **Areas for Growth**

- Learn what each of the committees does.
- Balancing time and schedule management
- Maintaining relationships: reaching out to others.

2. PROFESSIONAL GOALS

TEACHING

- **Short Term Goals**
 - Use Learning Suite
 - Now that my courses are initially developed, I need to effectively set them up in Learning Suite so the students can track their progress and grades and I can stay organized.
 - Refine the curriculum for DESAN 262
 - Clean up the syllabus and integrate it into Learning Suite.
 - Refine the curriculum for DESAN 265
 - Clean up the syllabus and integrate it into Learning Suite.
 - Refine the curriculum for DESAN 362R
 - Clean up the syllabus and integrate it into Learning Suite.
 - Build in more spiritual applications of principles into these classes.
- **Long Term Goals**
 - Work closely with the other animation faculty to determine how to adjust the structure of our program to best help the students succeed—both while here at BYU and to help them succeed in their professions.
 - Better prepare our students for experiential learning opportunities and encourage them to be proactive in their future successes.
 - Improve my teaching abilities. Pay attention, ask questions, and implement new methods to my approach to teaching.
- **Resources Needed**
 - Seek feedback from animation industry professional about where our students should be focusing their efforts and what they should specifically be working on to include in their demo reels and portfolios.

SCHOLARSHIP

- **Short Term Goals**
 - Organize my time and schedules.
 - Set up specific time to learn:
 - Adobe After Effects
 - VFX Tracking (Maya and Live-Action integration)

- Begin story development on my animated short film.
- Create a new demo reel and online presence.
- Regularly watch tutorials and apply information for personal development
- **Long Term Goals**
 - Figure out how to incorporate BYU sports programs and creating scholarly animation work.
 - Incorporate music with animation.
 - Create my own animated short film.
 - Take an online animation expert-level class (using grant money) to better understand new teaching practices and further refine my animation skills.
 - Work on an animated feature film.
 - Create a Stop Motion short film.
- **Resources Needed**
 - Time...
 - Funding for film festival entry fees.
 - Funding to cover time spent on creating non-paid scholarship work.

CITIZENSHIP

Short Term Goals

- Attend other classes (both IN my department and outside) to learn from other professors' teaching methods.
- Develop relationships and friendships with professors, faculty, and employees around Brigham Young University. Create a feeling of community and neighbors.
- Balance my availability to help others with their citizenship/scholarship.
- **Long Term Goals**
 - Determine what professional organizations/groups I can join.
 - Seek out collaborative opportunities with professors/programs outside of animation.
 - Support other colleges and groups in the BYU community through participation and encouraging others (students and faculty) to participate.
- **Resources Needed**
 - Mentoring and advice from experienced faculty