

JONALI BHATTACHARYYA

Educator | Entrepreneur | Animator

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Pleasanton, CA

PROFILE

Dynamic educator with 14+ years of experience in Higher Education and Video Game Industry

Accomplished Entrepreneur with experience in Business Development and Management

Highly experienced in higher education administrative affairs and curriculum requirements

Resourceful and goal-driven academic mentor, with an excellent track record of student success

Experienced project manager with strong problem solving, management, technical and organizational skills

SKILLS | APPLICATIONS

Online Learning Management- Canvas LMS, Camtasia

Character Animation & Motion Graphics- Maya, 3ds Max, MotionBuilder, Animate, After Effects

Digital Art- Photoshop, Illustrator, InDesign
Game Engine - Unity, Unreal, Havok

Game Version Control - Perforce, Tortoise SVN

Web Design - HTML, CSS, ActionScript, JavaScript

Project Management - Basecamp, Asana

Public Speaking & Presentation – PowerPoint

EDUCATION

Master of Fine Arts, Animation & VFX, 2009
Academy of Art University, San Francisco

Bachelor of Science, Zoology, 1998
Gauhati University, India

PROFESSIONAL AFFILIATIONS

Offsite Reviewer, General Submissions
ACM SIGGRAPH 2020

Unified Juror, General Submissions
VR, AR and MR Subcommittee Member
ACM SIGGRAPH 2018

Unified Juror, General Submissions
Computer Animation Festival SC Member
Mobile Subcommittee Member
ACM SIGGRAPH 2017

Student Volunteer
ACM SIGGRAPH 2005

ACADEMIC WORK EXPERIENCE

Bits Bytes & Pixels LLC, Mar 2018 - Present **Founder & CEO**

Design & teach summer camps and after-school programs for ages 10-18 with a project-based curriculum in Computer Graphics. Program features Visual Communication - Storytelling, Interactivity & Gamification, offering courses in Animation, Games, Animated Filmmaking and Digital Art; and need-based Scholarships for underprivileged students in the community. Responsibilities include assessing customer needs, developing products, establishing business viability, business branding & marketing, community outreach, curriculum design, and hosting community events.

San Jose City College, Aug 2019 - Present **Lead Faculty (Tenure Track) - Digital Media Arts**

Developed a brand-new Media Arts program at SJCC in FA19, currently working on Articulation for UC and CSU. Teach Computer Graphics, Animation and Digital Arts courses, and work on Program Review, Assessment, Curriculum Development and Learning Outcome. Course development includes Online and Hybrid learning. Serve as an Industry Liaison setting up Industry Advisory Board, partnership opportunities, collaborative projects and studio visits. Work on student career pathways as the lead faculty for the department. Work with Marketing Department to setup pipeline and facilitated the collection and curation of student artwork for promotional marketing materials and campus display.

San Jose City College, Sep 2017 - Aug 2019 **Adjunct Professor – Digital Media Arts**

Teach Digital Arts and Animation courses using Photoshop, Animate CC, ActionScript and JavaScript. Design courses for improved adult learning through engaging curriculum and comprehensive lesson plans for all ages. Assist with departmental program development.

International Technological University, Sep 2014 - Aug 2019 **Adjunct Professor - Digital Arts**

Teach graduate courses in Motion Graphics and 3D Animation using After Effects and Maya. Work with international students.

Cogswell College, Jan 2009 – Jul 2018 **Associate Professor - Digital Art & Animation, 2015-2018**

Taught undergraduate courses in Character Animation, Quadruped Animation, Pantomime Acting and Portfolio. Developed project-based modules for on-site and hybrid learning. Led effort to expand the program and create opportunities for industry collaborations and job placement. Worked on WASC Accreditation for two review periods, designed Assessment Rubrics and Learning Outcomes for Program Review. Collaborated with Admissions on designing and conducting animation workshops for high school students. Worked on establishing Articulation Agreements with Junior Colleges and other institutions. Developed pipeline to facilitate collection and curation of student artwork for promotional materials. Served at the Faculty Senate working in the Faculty Handbook Committee, Curriculum Committee and Library Committee.

VOLUNTEER WORK

Board of Directors, Visual Equator Foundation
Jan 2020 – Present
Mentor a non-profit organization by a group of middle-schoolers, providing underprivileged community kids access to Computer Graphics

Web Designer, Mohr Elementary PTA
Aug 2018 - Jun 2019
Designed a brand-new website, established new branding package and planned marketing strategies

Event Manage, Jonaki Bay Area
Mar 2000 - Apr 2017
Designed marketing materials and planned cultural events for a non-profit community organization

AWARDS

1st Place, Creative Director & Producer for 'Brink'
Animation Career Review Short Film Contest, 2017

Outstanding Contribution to Student Placement
Cogswell College, 2017

Dorothy Scholten Excellence in Teaching Award
Cogswell College, 2013

MEDIA | PUBLIC SPEAKING

Upcoming: Guest Evaluator for Art Exhibition
Northern California Women's Caucus for Art, "The Ground Upon Which We Stand" Exhibit, April 2020

Interview | "Career Planning in Games"
West Hills College, Lemoore, May 2019

Talk | 'Video Game Industry – An Overview'
Mohr Elementary 5th Grade, Pleasanton, Feb 2019

Talk | 'Career in Video Games'
Granada High School, Livermore, Oct 2018

Talk | 'Mechanics of Game Animation'
City of Livermore, Aug 2018

Talk Session Chair | "I Like To Move It Move It" ft.
Animation & VFX at SIGGRAPH, Los Angeles, 2017

Interview | Computer Graphics World Magazine
Sep-Oct Edition 2015

Interview | Randi Altman's Post Perspective Blog
Mar 2015

LANGUAGE

Bilingual: Hindi

REFERENCES

Available upon request.

Assistant Professor - Game Design Art, 2013-2014

Developed a brand new program as one of the two core faculty. Was Instrumental in strategic planning, resource allocation, program design, curriculum development and establishing program learning outcome. Taught courses for Game Design – Intro to Animation and Game Animation.

Faculty Academic Advisor, 2013-2016

Used CAMS Enterprise ERP system to advise students on program specific degree requirements. Assisted students with learning and behavioral support plans, course registration, academic appeals, probation and various curriculum issues. Identified at-risk students and worked on retention plan for academic success.

Adjunct Professor - Digital Art & Animation, 2009-2012

Taught undergraduate courses for Digital Art. Mentored, and taught summer programs for exchange students from China and Spain.

ACADEMIC PROJECTS | INDUSTRY COLLABORATIONS

Creative Director, Film Project with Pixar | Cogswell College, 2017

Produced animated short films in collaboration with Pixar. Production included storyboarding, layout, environment, camera, compositing, rendering, texturing, lighting, audio and animation. Was responsible for pre and post-production, publication and festival entry. Supervised collaboration between five teams of 4-5 students each.

Portfolio Mentorship Project with Google | Cogswell College, 2017

Conducted Mock-Interviews and mentored graduating seniors on portfolio, resume, job-search, networking and interviewing - partnering with a Google producer. Organized industry Talks, Panels and Studio Visits. Helped secure internships and full-time employment for 14 students in one school year.

Creative Director, Project 'Avatarah' | Cogswell College, 2014-2017

Created 3D characters for Animation in Unity and Unreal. Supervised art direction, modeling, rigging, texturing, lighting, animation, render and Python tools. Managed a team of 6-10 students. Was responsible for team building, talent recruiting, and every aspect of pre and post-production including render and publication. Software used: ZBrush, Maya and Houdini. Open-Sourced project, with 14,000 + downloads to date.

INDUSTRY WORK EXPERIENCE

Senior Animator | Joohu, 2011

Created animation pipeline for a startup using Unity and Maya. Managed Interns. Developed an Interactive Game Prototype for Kinect.

Animator | Cinematico, 2008

Shipped Marvel Ultimate Alliance2 for PS4, PS3, Xbox360. Worked on Cinematics, In-Game animations and Motion Capture in 3ds Max.

Animator | Secret Level (Sega), 2006-2008

Shipped Iron Man, & Golden Axe Beast Rider for PS3, Xbox360. Animated Melees, Creatures, Vehicles, Cinematics, Prototypes and Motion Capture in Maya and Havok.

Animator | Factor5, 2006

Shipped Lair for PS3 and worked on Animal Wars (shelved). Animated Creatures, Cinematics, Prototypes, Ground & Aerial Melees in Maya.