

## **CURRICULUM VITAE**

### **DAVID NEAL MCDONALD II**

#### **EDUCATION**

- M.F.A. 1998 Ohio State University, Media Art  
M.S. 1995 Ohio State University, Computer & Information Science  
B.S. 1992 Texas A&M University, Computer Science  
B.A. 1992 Texas A&M University, Physics

#### **EXPERIENCE IN HIGHER EDUCATION**

- 7/2007 - Present Assistant Professor, Animation and Interactive Media  
University of Maryland, Baltimore County
- Teach computer animation and interactive media to undergraduates and graduate students
  - Responsible for course development, critique of graduate work, and prospective student portfolio evaluation
- 7/2004 – Present Assistant Professor and Program Director, Computer Art  
University of Saint Francis, Fort Wayne, Indiana
- Teach computer animation, Maya, and AfterEffects to undergraduates at NASAD-accredited school
  - Responsible for lab maintenance, budget preparation, curriculum development, advising, marketing and recruiting activities, prospective student portfolio evaluations, critique of graduate work, grant application preparation and advising the SIGGRAPH student chapter
  - Teach Computer Animation and Interactive Media to undergraduates
  - Responsible for course development, critique of graduate work, and prospective student portfolio evaluation

#### **EXPERIENCE IN OTHER THAN HIGHER EDUCATION**

- 1/2002-3/2004 President  
Greenhouse Software LLC, Columbus, Ohio
- Founded and managed a video game development company
  - Secured venture capital funding for one year's operating budget
  - Hired and supervised three programmers and two artists
  - Designed and implemented a video game
- 8/2000 – 11/2001 Programmer  
Auto-Des-Sys, Columbus, Ohio
- Developed format import and export software for three version shipments of Form-Z, an architecturally-oriented computer-aided design product

- 11/1998 – Technical Director  
7/2000 Lamb & Company, Minneapolis, Minnesota
- Modeling, animation, and Maya shader writing for commercial video production
  - Project management, design, and implementation of a Web-based e-commerce application for retail sales
  - Assisted in the development of a business plan and demonstrations to venture capitalists

### **RESEARCH SUPPORT**

2011, ~\$27,000, Digital Dome Project for the National Academy of Sciences, Co-P.I.

2011, \$5000.00 UMBC Summer Faculty Fellowship grant, P.I.

2008, \$5000.00 UMBC Summer Faculty Fellowship grant, P.I.

2006, \$2000.00, Lily Foundation faculty development grant, P.I.

2005, \$8000.00, Lily Endowment travel grant, P.I.

### **MASTER'S STUDENTS**

Tim Noble, degree pending, M.F.A. Thesis Committee

Gary Katchadourian, degree pending, Interim Graduate Advisor

Matt Sterling, M.F.A, 2011, Interim Graduate Advisor

### **PUBLICATIONS, PRESENTATIONS, AND CREATIVE ACHIEVEMENTS**

#### **CONFERENCE PRESENTATIONS**

Neal McDonald, "A Survey of Artists' Games", in DiGRA 2011, Hilversum, the Netherlands, September 2011

Neal McDonald, Dan Frick, Elena DeBold, "GeoMelee", in Come Out and Play Festival 2010, Brooklyn, New York, July 2010

Verina Gfader (primary presenter), Neal McDonald, Kate Southworth, "CRUMB workshop 3 at ISEA 2009", in ISEA 2009, Belfast, August 2009

Neal McDonald, "The Microculture Network: Global Data Generating Local Cultures", in ISEA 2009, Belfast, August 2009

Neal McDonald, "The Microculture Network: Global Data Generating Local Cultures", in FASHV, Penn State, May 2009

Neal McDonald, "The Microclimate Network", accepted into "Urban Climate Camp", in ISEA 2008, Singapore, August 2008

Andrew Bongsung Bak (primary presenter), Miho Aoki, Neal McDonald, "We Are Too Small to Do That," SIGGRAPH, 2006, Los Angeles, California, August 2005

**CREATIVE ACHIEVEMENTS****Commercial Products**

- "JunkSpace", Apple App Store, December 2011-Present
- "Medsitations", Apple App Store, September 2011-Present
- "Scales Tutor", Apple App Store, April 2011-Present
- "Sight Reading Tutor", Apple App Store, June 2010-Present
- "Ukieshaker", Apple App Store, May 2010-Present
- "Starry Eye", Apple App Store, April 2010-Present
- "ClimberMan", Apple App Store, March 2010-Present

**Solo Exhibitions**

"Installs Installed", Creative Alliance Amelie Rothschild Gallery, Creative Alliance, Baltimore, Maryland, September 24- October 10, 2008.

**Juried Works**

- "Will's Creek Annual Survey 2008", (Sarah Newman), Allegany Arts Council, Cumberland, Maryland, September 2008.
- "Colorfield Remix" (Brandon Morse) Corcoran Gallery of Art, Washington, D.C., invited participant in video screening, September 2007
- Regional Artist's Exhibition (unknown jurors) Allen County (Indiana) Public Library, Fort Wayne, Indiana, January 2007
- "Creating Solutions, Changing Lives", (unknown) Easter Seals, Fort Wayne, Indiana, May 6, 2006
- Art on East Main, (unknown) Fort Wayne Museum of Art, Fort Wayne, Indiana, April - May 2006
- artBase*, (unknown) rhizome.org, "Workly" selected for permanent inclusion, 2001-Present
- Expanded Visions: Art & Technology*, (unknown) Schuemaker Gallery, Columbus, Ohio. 1997
- Elastic Light*, (unknown) Art Gallery of New South Wales, Sydney Intermedia Network, Inc., Summer 1996
- Electronic Theatre*, SIGGRAPH '95, (unknown) Los Angeles, California, August 1995

*Wexner Center Film/Video Festival*, (unknown) Wexner Center for Art, Columbus, Ohio, 1995

*STEC Video Review*, Tokyo, Japan, 1995

### **Non-Juried Works**

Arcade Alley, Artscape, Baltimore, Maryland, August 2010

UMBC Faculty Exhibition, CADVC Gallery, Baltimore, Maryland, March 2009

IPFW/USF Faculty Exhibition, ARTLINK Contemporary Art Gallery, Fort Wayne, Indiana, February-March 2006

*Faculty Exhibition*, University of Saint Francis, February 2006

*Faculty Exhibition*, University of Saint Francis, February 2005

*Faculty Exhibition*, University of Saint Francis, February 2004

*M.F.A. Thesis Exhibition*, Ohio State University, April 1998

*Insights*, Hopkins Hall Gallery, Ohio State University, February 1996

### **SERVICE**

#### **Departmental**

August 2009-Present, point person for Visual Arts for Animation & Interactive Media concentration. Member of Visual Arts Curriculum Committee and Graduate Program Committee

May 2, 2008, Faculty Representative at Transfer Student Open House

January 24, 2008, Linehan Scholarship portfolio review

October 26, 2007, portfolio judge for UMBC Visual Arts undergraduate admission applicants

August 2007-present, collaboration with Professors Eric Dyer, Dan Bailey and Bonnie Crawford to refine, formalize and document course plans for interactive media curriculum (Art 382 and Art 486)

August 2007-present, collaboration with Professor Dan Bailey to refine, formalize and document course plans for three-dimensional animation curriculum (Art 384 and Art 484)

August 2007-present, collaboration with Dr. Olano and Professors Dyer and Bailey to refine, formalize and document course plans for game development curriculum (Art 380 and Art489b)

**University**

August 2009-Present, Faculty advisor for UMBC Student Game Developer's Club

September 28, 2007, presentation for the UMBC Student Game Developer's Club on small game development projects

**Community**

July 2008, Co-founder of Dorkbot Baltimore

2009-Present, host (with Dr. Marc Olano) of the Global Game Jam for the Baltimore area.

October 19, 2007, represented (with Dr. Olano) UMBC at the Modeling, Simulation and Serious Games Day and Expo