

Education

- 2013-2015 **Master of Arts in Environmental Graphic Design (MA)**
[Lawrence Technological University in Southfield, MI](#)
Focus in Experiential Design and Narrative Devices in Games. Notable courses taken include: Environmental Graphic Design Studio I&II, Typography and Iconography, Materials & Fabrication, and a Graduate Thesis. Projects included clients/locales/relationships with Rossetti, Lochbridge, Wayne State University, Michigan Central Station, Passenger, and more.
- 2006-2008 **Bachelor of Fine Arts in Game Production (BFA)**
[International Academy of Design & Technology in Troy, MI](#)
Focus in Game Design, Management, and Production. Notable courses taken include: Environment & Level Design, Advanced 3D Modeling & Animation in 3DS Max, Character Development, and Game Development Capstone. Founding member of the Game Design Student Group, Game Design tutor, and presenter at the Interfaces Conferences held in Troy, MI.

Professional Experience

- 2013-Present **Founder/Director at Infinite Machine**
Established a game development team that taps into the pools of industry and academics to foster professional relationships and provide a real-world platform for students to engage in theory and practice. ESA E3 Game Competition finalist, contributor of SDKs to the Unity Asset Store, releases on Android/Steam Greenlight.
- 2009-Present **Artist/Developer at Three-Eyed Fish**
Designed and produced experimental and experiential browser-based titles. Games include "By The Light", "Hotline Heat", "Qi: The Thief and the Rooms [sic]", "Space Pilot Space Buster", and "Axis Descending".
- 2007-2014 **Artist/Illustrator via Freelance**
Wrote/illustrated a children's book called "A Wanderer's Tale", conceptualized a brand/logo for Flava Flav's restaurant chain, developed 2D assets for a variety of independent studios overseas, and more.
- 2007 **Intern at Vectorform**
Worked with full-time artists and developers to produce a variety of games for the Microsoft Silverlight platform and Microsoft Surface. Games included Towers of the Mysterious Seven (Writing, Design), Vectorlight Shooter and Xmas Drop (Art, Design, Animation, UX), and an unreleased XNA Space Shooter (Design).

Teaching Experience

- 2013-Present **Senior Lecturer of Game Art at Lawrence Technological University**
Full-time appointment involving teaching, developing courses, coordinating the Game Art program curriculum, serving on advisory boards, participating in recruitment events, and providing students with practical experience and job placement. Presidential Award winner and Recording Secretary for Faculty Council.
- 2012-2013 **Adjunct Instructor at Lawrence Technological University**
Designed and taught the curriculum for several courses, including: History of Game Art, 2D Animation, 3D Animation II, Level Design, and Character + World Design. Each course explores techniques and practices that can be applicable in a real-world development setting, establishing a solid foundation of skills in artistry, management, and communication.
- 2009-2013 **Lead Digital Entertainment & Game Design Instructor at ITT Technical Institute**
I taught numerous courses covering all facets of the program, including: Advanced Animation (modeling, rigging, animation, lighting), Level Design (UDK, Unity, Neverwinter Nights Toolset, Warcraft III Editor), Flash (UX, UI, Animation), and project-oriented classes with an emphasis on game design fundamentals.
- 2010-2012 **Adjunct Instructor at International Academy of Design and Technology**
Courses taught included traditional art/drafting techniques, color theory, composition, game mechanics, UX, interface design, clay modeling techniques, Adobe Creative Suite knowledge and skills, and portfolio design.

Courses Taught 2013-2015

GAM1123	Game Genres Lectures revolved around industry-leading examples of game genres, examination of genre components and mechanics, and demonstrations of applicable art/code techniques. Course projects included written analysis of genres and Flash-based browser Platformer, Adventure, Role-Playing, Fighting, and Shooter game prototypes.
GAM2123	2D Animation Studio emphasizing the creation of assets in a variety of aesthetic visual styles and applications which include: Pixel Art, Concept Art, Digital Painting, Matte Painting, Storyboards, Flash Animation, Photoshop Animation.
GAM2133	3D Animation I Studio introducing fundamental modeling practices and methodology early, focusing on full-scale asset creation and implementation throughout the term, resulting in the creation of numerous environment assets, character models and character animations, and the creation of an embeddable interactive diorama model via Sketchfab.
GAM3143	3D Animation II Studio highlighting implementation of art assets into engines like Unity, Unreal, and Creation. Mudbox and ZBrush are taught and utilized to form realistic and highly detailed 3D objects and characters.
GAM2213	History of Game Design Lectures revolve around major technological and innovative events throughout the industry's short lifespan, such as the rise and fall of the arcade, Atari's collapse, the inception of Flash-based websites like Newgrounds and Popcap, the crowdfunding boom, and more. Students are tasked with presenting and informing other students on topics such as "Social Dynamics in Games", "Games in Education", and "Marketplace Trends".
GAM2313	Integrated Game Studio I & II
GAM3313	Combining Game Art and Game Software Development Students, the course centers around a year-long development sequence to create a full-fledged game prototype within the scope of a small team. Students are responsible for self-initiating tasks, reporting via traditional Agile development practices, and executing assignments related to making their project a success.
MCS3563	Game Design Lecture course including experimentation with card games, board games, and 2D/3D games. Written analysis of research play is required alongside pitch presentations of proposed game projects and project postmortems.
ART4612	Senior Seminar I & II
ART 4622	Supplemental research readings, discussion, and research presentation regarding established and influential artists related to the Senior Project course and each student's individual focus.
GAM4514	Game Art Senior Project I & II
GAM4524	Studio sequence built on self-directed tasks, iterative critique sessions, prototyping, marketing and branding, and communicating fundamental concepts through field research, critical thinking, and creative application.
GAM2993	Special Topics: Character & World Design Designed to supplement student need and desire to expand upon the 2D/3D Animation offerings, this studio course further expands knowledge and ability within a chosen focus to contribute visual assets toward world building exercises and conceptualization.

University & Community Service

Organizations	International Game Developers Association , Member, 2006-Present American Institute of Graphic Arts , Member, 2014-Present Art Shop Student Organization , Faculty Advisor, 2014-Present Anime Club Student Organization , Faculty Advisor, 2012-2014
Committees	CoAD Faculty Council , Recording Secretary, Lawrence Technological University, 2014-Present Game Art Course Development , Director, Lawrence Technological University, 2012-Present Game Art Flowchart Revisions , Consultant, Lawrence Technological University, 2012-Present Mid-Tenure Review Evaluation Form Revision , Editor, Lawrence Technological University, 2015 Graphic Design Position Search Committee , Member, Lawrence Technological University, 2015 Game Art Studio Renovation Committee , Member, Lawrence Technological University, 2015

Research & Creative Projects

Written	<p>“Defining Narrative Devices in Digital Gamespaces”, Graduate Thesis, 2015</p> <p>“A Wanderer’s Tale”, Children’s Book, Extra Pulp, 2014</p> <p>“Subtlety, Scope, Socialization”, Text-Based Games in a Cinematic Industry, 2013</p> <p>“Moving Floward”, Manual Interface/Experiential Thesis, 2011</p>
Development	<p>Moebius Project, Director, Grant-Funded Student Startup LLC, 2015-Present</p> <p>Infinite Machine Game Development, Director, Lawrence Technological University, 2013-Present</p> <p>“Knights”, Professional Asset Pipeline, Collaborative with Bryce Evans (Adjunct Instructor for Game Art), 2014</p> <p>“By The Light”, Animation Blended Controller Systems, Unity Engine, Graduate Thesis Project, 2014</p> <p>“Axis Descending”, Narrative Devices, Graduate Thesis Project, 2014</p> <p>“Wanderer” Torchlight II Mod, Ogre Engine, 2014</p> <p>“Nom-Stray” Prototype, Procedural Level Generation, Unity Engine, 2014</p> <p>“Character Complex” Design Series, marsashton.blogspot.com, 2010-2013</p> <p>“Kynesguard & Daedra Hunter Armor”, Skyrim Mod, Creation Engine, 2012</p> <p>“Project Aegis”, Team Management & Design Documentation, Unity Engine, 2010</p>
Exhibitions	<p>“Coalesce”, Co-Curator, LTU Art & Design Thesis Show, 2015</p> <p>Open Crate, Coordinator/Curator, Art Shop Student Organization, 2015</p> <p>“Eclectic Eleven”, Co-Curator, LTU Art & Design Thesis Show, 2014</p> <p>“Media Mash-Up: Game Art”, Presenter, Recurring 2012-Present</p> <p>“Exploration Day: Game Art”, Presenter, Recurring 2012-Present</p> <p>Environmental Graphic Design MA Thesis Show, Exhibitor/Curator, 2014</p> <p>Electronic Entertainment Expo Exhibitor of “Paper Dream”, Electronic Entertainment Expo, 2014</p> <p>“Lighting + Rendering in 3DS Max”, Presenter, Autodesk Animation Users Group Association, 2012</p> <p>“Magnificent Seven”, Exhibitor, Interfaces Conference, 2008</p>
Tutorials	<p>“Rendering Edged Faces”, Technical Tutorial, marsashton.blogspot.com, 2014</p> <p>“Setup for Biped Rigging + Skin Modifier”, Technical Tutorial, marsashton.blogspot.com, 2014</p> <p>“Opacity Maps + Low-Poly Geometry”, Technical Tutorial, marsashton.blogspot.com, 2011</p> <p>“Full Resolution Textures within 3DS Max’s Viewport”, Technical Tutorial, marsashton.blogspot.com, 2010</p>
Competitions	<p>Entertainment Software Association E3 College Game Competition, Finalist</p> <p>“1-of-5 Paths” Character Modeling/Texturing, GameArtisans.org, Finalist</p>
Panelist	<p>Breaking Into The Industry, Gameacon, 2015</p>

Awards, Press, Grants

Awards	<p>Presidential Award, Lawrence Technological University, 2015</p> <p>“File of the Month” for Reinforced Chinese Stealth Suit, Nexusmods.com, 2010</p> <p>“Highest Endorsed Mod: Armor Category” for Fallout 3 Mod, Nexusmods.com, 2010-2014</p> <p>Distinguished Faculty Award, ITT Technical Institute, 2009-2013</p>
Press	<p>“Top 25 Schools for Game Design”, The Princeton Review, 2015</p> <p>“22 Great Colleges For People Who Love Video Games”, Gamespot.com, 2015</p> <p>“Graphic Design Program”, State Champs, 2015</p> <p>“Tech Update” on Game Design at LTU, WJR Radio, 2015</p> <p>“Lawrence Tech Students Create, Beta Test Video Game”, Fox 2 News, 2014</p> <p>“Top 20 Animation and Game Design Schools in the Midwest”, Animationcareerreview.com, 2013</p>
Certification	<p>3DS Max Autodesk Certified Instructor, Autodesk, 2009</p>
Grants	<p>Entrepreneurship in Education Grant, Coleman Foundation, 2015</p>

Invited Critic

Juror	<p>Oakland University, Department of Art and Art History, 2015</p> <p>Baker College, Digital Media Design, 2015</p> <p>The Art Institutes, Graphic & Web Design, 2015</p>
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