

*** CURRICULUM VITAE ***
JAMES KHAZAR
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PROFESSIONAL OBJECTIVES

Professional digital media artist, designer and developer with 25 years of industry experience currently seeking to extend experience as an instructor in Digital Art and New Media, with the intention of becoming a full-time academic professional.

ACADEMIC HISTORY

EDUCATION

- 2007 Master of Fine Arts, Digital Art New Media
University of California Santa Cruz
Thesis: "Illuminated Dreams: An Interactive Installation of Dreams
Based on Medieval Illuminated Manuscripts"
- 1976 Bachelor of Fine Arts, Illustration
California State University, Long Beach

ACADEMIC EMPLOYMENT

- Winter 2009 Lecturer, Art Department. University of California Santa Cruz
Course: *Introduction to Electronics for Intermedia*
Lectured to provided syllabus and managed labs on the basic
introduction to electronic devices for use in making intermedia art.
- Fall 2008 Lecturer, Art Department. University of California Santa Cruz
Course: *Introduction to Computers for Art*
Developed full syllabus and web site on the basic introduction to the use
of a computer as a fine art tool and medium.
(www.khazar.com/art21.php)
Course: *Introduction to Electronics for Intermedia*
Lectured to provided syllabus and managed labs on the basic
introduction to electronic devices for use in making intermedia art.
(www.khazar.com/art22.php)
- Lecturer, Art Department. California State University, East Bay
Course: *Principles of Design*
Lectured to provided syllabus and managed labs on the introduction to
composition, color, typography and message in the digital environment.
(www.khazar.com/art2810.php)
- 2002-2003 Lecturer, Art Department. California State University, East Bay
Course: *Art for the Web*
Developed full syllabus and web site on the World Wide Web as a
medium for artistic creation, with intensive exploration of HTML.
(www.khazar.com/art3870)
Course: *Interactive Authoring*
Developed full syllabus and web site on design and creation of
interactive computer-based art, with intensive exploration of Adobe
Flash ActionScript. (www.khazar.com/art4200)

RESEARCH

- 2006-2007 "Unnatural Selection." Collaborative Research Project Group, Digital Art New
Media, University of California Santa Cruz (unnatural.ucsc.edu)

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LECTURES/PRESENTATIONS

- 2008 Guest lecturer, "Flash & Sound," in Cynthia Payne's Music 80R *Music and the World Wide Web*, at the University of California Santa Cruz
- 2006 Guest lecturer, "The American Animated Feature Film," and "Pixar, CGI, & The Animated Feature Film," in Dr. Daniel Sheie's Theater Arts: *The Pixar Feature*, at the University of California Santa Cruz
- 2001 Guest presenter, "3D Animation features in Macromedia Director 8.5," to the California State University, East Bay, Multimedia Graduate Program
- 2001 Guest presenter, "Macromedia Director 8," to the California State University, East Bay, Multimedia Graduate Program

GRANTS & FELLOWSHIPS

- 2007 UCSC Porter Associate Fellows Graduate Arts Research Grant
- 2005-2007 UCSC Porter College Graduate Student Associate Fellow

ACADEMIC SERVICE

- 2008 Chief Information Officer, New Media Caucus (www.newmediacaucus.org)
- 2007 Identity Design for "Emergence 2007", Digital Art New Media Graduate Exhibition
- 2005-2007 Student Representative, Digital Art New Media Faculty meetings
- 2006 and 2007 Student Representative, UCSC Porter Associate Fellows Graduate Arts Research Grant

ART PRACTICE HISTORY

EXHIBITIONS

- 2007 "Compass 2007: New Art from the University of California's MFA Programs," UCR ARTSblock, Riverside, CA
- 2006 "BLINK: Digital Arts and New Media Festival 06," UCSC Porter Sesnon Gallery, Santa Cruz, CA

NON-ACADEMIC HISTORY

EMPLOYMENT

- Ongoing since 1982 Owner, Khazar Multimedia Consulting
Freelance producer of multimedia for the Web, Enhanced CD's, CD ROMS, and marketing presentation. Clients included Apple Computer, Sybase, Nellcore, and Interscope Records.
- 1999-2001 Developer Relations Manager for Macromedia Director and Shockwave Player, Macromedia (now Adobe)
Liaison for developers into the product management, marketing and engineering teams. Set up Developer Summits, special events, user conference sessions. Worked with developers and partners to resolve business-critical issues. Surveyed the community for insights into how to improve Director. Basically, did everything it takes to know and understand Director developer needs and take the lead in getting them implemented.

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- 1999 Creative Services Multimedia Art Director, Macromedia
Managed 4 full time staff and up to 4 contract staff. Art Directed and produced ad banners, promotional CD ROM's, and executive and marketing presentations.
- 1996-1999 Instructional Media Development Group Multimedia Producer, Macromedia
Managed 2 full time staff and up to 6 contract staff. Designed, implemented and managed the implementation of the "Show Me" instructional movies that shipped with Director 6 and 7, Flash 3, Dreamweaver 1 and 2.
- 1994-1995 Multimedia Producer, Sybase
Art Directed and produced international multimedia seminar series on Sybase products.
- 1992-1994 Multimedia Producer, Oracle
Art Directed and produced international multimedia seminar series on Oracle products.
- 1991-1992 Media Department Art Director, MacroMind (antecedent of Macromedia)
Managed 2 full time staff. Produced the in-box example and tutorial material for Director 3.0, MediaMaker, Three-D and ACTION!
- 1989-1990 Art Director, The SoftAd Group
SoftAd, one of the first companies to create interactive ads, was an international leader in desktop computer-based interactive advertising. Art directed, storyboarded and implemented multimedia for multiple clients including Abbot Labs, American Airlines, DEC, IBM, MCI, Nissan, Saab, United Airlines, US West, and Waters Millipore.
- 1984-1989 Multimedia Producer, Accent Software
Accent Software was the first company to create computer-based animated graphics for marketing and sales applications on personal computers. Designed, storyboarded and implemented multimedia for multiple clients including Ashton-Tate, BMW, Borland, Chase Manhattan Bank, Compaq, Dow Jones Publishing, Epson, HP, Hitachi, National Car Rental, Ogilvy & Mather, Software Publishing, and Toshiba.
- 1982-1984 Senior Graphics Designer, Videodetics
Videodetics manufactured the Videodex, one of the first point-of-sale interactive videotape controllers. Designed and implemented interactive video graphics and user interface of the Videodex system.

INDUSTRY PANELS

- 2001 Panel moderator and panelist, "The Future of 3D on the Web." Macromedia User Conference
Panel moderator, "Professional Tools for Shockwave 3D." Macromedia User Conference
- 2000 Panelist, "3D Interfaces." National Association of Broadcasters Annual Convention, Interactive Media Sessions
- 1999 Panelist, "Interactive Design." National Association of Broadcaster Annual Convention, Interactive Media Sessions
- 1994 Panel moderator, "Animation with Director 3.0." Macromedia User Conference

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AWARDS

- 1996 Gold Award, "Interscope Records: Primus, Tales from the Punchbowl." New Media Magazine Invision Awards
K Through 12 Gold Award, "Zelos Interactive Learning: Team SAT." Cinema in Industry Education Awards (CINDY)
- 1995 Summit Best of Show and Gold Award for Education, "Zelos Interactive Learning: Team SAT." International Interactive Communications Society (IICS)

JUDGING

- 2002 International Electronic Multimedia Awards (EMMAS)
- 2001 Art Directors Club of New York 80th Annual Awards, New Media Division
- 1993-2000 New Media Magazine Invision Awards

AFFILIATIONS

- 2001 Macromedia Flash Product Advisory Board

SPECIALIZED SKILLS

SOFTWARE TOOLS & LANGUAGES

Cross-platform adept with most interactive media, image editing, video, sound, web-design, three-d modeling and programming tools and languages:

- Expert in Adobe Flash, Adobe Director, Adobe Photoshop, Adobe Illustrator, Adobe Fireworks, Adobe Dreamweaver, Cycling 74 MAX/MSP
- Proficient in Apple FinalCut, Adobe Premiere, Adobe After Effects, Adobe Audition, Audacity, Sony SoundForge, Digidesign ProTools, Symbolic Sound Kyma, Cycling 74 Jitter, Autodesk 3ds Max
- Expert in HTML, CSS, JavaScript, ActionScript, and Lingo
- Proficient in C++, Processing, PHP, and CGI
- Proficient in designing and fabricating electronics with Basic Stamp and Arduino CPUs

CREATIVE & ORGANIZATIONAL SKILLS

Advanced experience in:

- Leading the creative process through group brainstorming and critique
- Developing and guiding the development of storyboards and ideation methods
- Developing and guiding the development of project timelines and deliverables
- Working with groups and individuals on developing their own creative process

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Excellent references available on request