

# John Randall Gossman

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## EDUCATION

- 2003-2007 Miami International University of Art and Design, Miami, FL  
Master of Fine Art in Animation.  
Thesis project: *Shutterbird*
- 2001-2003 Art Institute of Fort Lauderdale, Fort Lauderdale, FL  
Bachelor of Science in Graphic Design.
- 1986-1988 Art Institute of Fort Lauderdale, Fort Lauderdale, FL  
Associate of Science in Visual Communications.

## TEACHING/ACADEMIC EXPERIENCE

2015-Present Keiser University: College of Advanced Technology, Pembroke Pines, FL  
**University Department Chair, Video Game Design**

*In addition to maintaining Program Director responsibilities:*

- Conduct meetings with faculty teaching in the program at all campuses to discuss enhancements in curriculum.
- Identify and communicate to the Office of the Chancellor necessary programmatic changes.
- Update program documents such as syllabi, tests, program manuals, etc.
- Manage program assessment in collaboration with the campuses and Office of the Chancellor through review of assessment results.
- Review textbooks, training materials and program evaluations, projects, assignments, etc. and communicates suggested changes to Program Directors and Faculty for feedback.
- Work with campus Librarians to coordinate and recommend books, resources, periodicals, etc. for the program.
- Participate in specific programmatic accreditation and/or university-wide accreditation through reviewing/writing reports, providing documentation, and participating in audits or the onsite visits at various campuses.
- Engage program Faculty, prepare break-out agenda and ensure minutes for Convocation.

2012-2015 Keiser University: College of Advanced Technology, Pembroke Pines, FL  
**Program Director, Video Game Design**

- Provide academic advising and scheduling services to all students.
- Hire, schedule and evaluate faculty.
- Maintain and create content for Video Game Design program.
- Cultivate partnerships with industry professionals and organizations to ensure program relevancy and increase job opportunities for graduates.
- Teach courses in 3D computer graphics including modeling, animation, texture mapping, level design and general video game production.
- Participated in student recruiting events to include visits to high schools, field trips, open houses, expos and special events as directed by the Campus President.
- Produce in-house promotional video content and graphics for quarterly open houses and special events.
- Attended local entertainment industry conferences as an invited presenter and student evaluator.
- Build and post weekly content for iBox display systems for entire campus.
- Organize, implement and manage monthly campus-wide faculty evaluation survey.
- Create original monthly video and graphic content for Advanced Technology wing monitors.

- Headed campus-wide committee to incorporate e-Textbooks into classroom structure (pilot program for entire university). Served as campus liaison between publishers and e-Book platform providers to establish best user interface for university.
- Developed Bachelor of Science degree programs for Video Game Design and Animation Production.

1997-2012 Art Institute of Fort Lauderdale, Fort Lauderdale, FL  
**Faculty, Media Arts and Illustration**

- Design and teach courses in computer graphics, scriptwriting, storyboarding, character design, sculpting, traditional cel animation, 3D computer animation and general animation production.
- Create and update course materials for existing classes according to industry need.
- Part of three-person committee to redesign and update animation curriculum to current industry standard.
- Operationalized each step of the animation production process and tailored course sequence to ensure appropriate attainment of student knowledge base.

## INDUSTRY EXPERIENCE

2011-Present Studio Goss LLC, Hollywood, FL

### Owner / President

- Produce art and animation for various companies and individuals through scriptwriting, storyboarding, creating animatics, character design, traditional animation, 3D computer animation, compositing and editing.
  - *Special projects include*
  - *Jacob Velazquez's First Music Video* - Live Action/Animated Promo: **Compositing**
  - *T-Shirt Express* - Animated TV Commercial: **Director**
  - *Max Barker* - Max Fitness: **Character Board**
  - *Food Majesty* - **Logo Designer**
  - *Tastee CHAMPS* and *Tastee GOAL* - Lower 3rd Animations: **Director**

1998-2005 Exodus Entertainment, Inc., Miami, FL

### Director / Producer

- Supervised and organized various productions through scriptwriting, storyboarding, creating animatics, voice acting, character design, traditional animation, 3D computer animation, compositing and editing.
  - *Special projects include*
  - *Starkist* - animated pitch piece: **Director**
  - *Harry Potter* - pitch piece for Mattel: **Modeling, Animation, Camera**
  - *The Game Room* - animated video game review show: **Director**
  - *Googles* - animated children's music videos: **Animation Director**

1995-1998 Animation Factory of South Florida, Inc., Hollywood, FL

### Senior Animation & Art Director

- Supervised animation staff, created traditional and 3D character animation, designed and developed characters, storyboards, animatics and sculpted character maquettes.
  - *Special projects include*
  - *Van-pires* - animated television series: **Animation Director**
  - *TekWar* - PC game: **Green Screen Spill Cleanup**
  - *Witchaven* - PC game cinematic: **Modeling, Animation and Effects**
  - *Am I Dreaming* - children's interactive CD ROM: **Project Director**
  - *Computers for Psychiatrists* - animated commercial: **Director**

## FREELANCE

- *Jacob Velazquez's First Music Video* - Live Action/Animated Promo: **Animation Director**
- *O.I.L. Animation* - Web Commercial (Narrator/Louie): **Voice Actor**

- *Get Smart* - Warner Bros. (Skydiving Sequence): **Previs Animator**
- *The Diet Game* - Nutrition Book: **Art Director**
- *Call of Duty* - Game Cinematic (British campaign intro): **Character Animator**
- *Spongebob Squarepants* - Game Cinematics: **Character Animator**

## EXHIBITIONS

- 2009 Masters Thesis Show: *Poetry and Pros: Animation is Art*  
 2008 SBI Animation Film Festival: *The Old Sap* - **Director**  
 2007 SBI Animation Film Festival: *Shutterbird* - **Director**  
 2000 Siggraph Animation Festival: *The Game Room* - **Director**  
*Skiddles* - **Lead Character Animator**

## COMMITTEES & CLUBS

- SBI Animation Film Festival - Board Member  
 Interdepartmental Animation Curriculum Review Committee - Core Member  
 Anime Club - Sponsor  
 SAP (Student Animation Production) Club - Sponsor  
 UDK Club - Co-Sponsor

## WORKSHOPS

- Storyboarding for Animatics*  
*Character Animation in After Effects*  
*2D Animation Inside 3D Environments*  
*2D Animation Reference for 3D Animation*

## CONFERENCES

- Florida Supercon (CW Booth Participant) 2014  
 South Florida Mini Con (Panel Participant) 2013, 2014  
 Evolve CG 2009, 2010  
 Siggraph 1998, 2000, 2003 2004, 2005, 2006  
 E3 (Electronic Entertainment Expo) 1997, 1998, 2000

## COMPUTER SKILLS

- |                  |                        |
|------------------|------------------------|
| Photoshop        | Storyboard Pro         |
| Illustrator      | 3DS Max                |
| Premiere         | Mudbox                 |
| After Effects    | Unreal Development Kit |
| Dreamweaver      | Unreal Engine 4        |
| Toon Boom Studio |                        |

## TRADITIONAL SKILLS

- Classical animation  
 Stop-motion animation  
 Sculptey modeling  
 Wire armature sculpting

## HONORS AND AWARDS

- Bronze Flamingo for *Shutterbird* - 2007 Annual SBI Animation Festival  
 Honored Faculty Member - 2002 at Art Institute of Fort Lauderdale

## CLASSES TAUGHT

- Modeling & Animation - *ART2624C*  
 \*Sculpting II: Character Design - *ART3710C*  
 Media Arts Portfolio Preparation - *ART4951C*  
 Media Arts Portfolio Development - *ART4952C*  
 Multimedia Production II - *CAP2026C*

Multimedia Production III - *CAP2049C*  
Scriptwriting For Games - *CRW3713*  
\*Intro to Game Development - *DIG1717*  
\*3D Animation I: Principles - *DIG3306C*  
\*2D Animation Technique - *DIG3313C*  
\*\*Advanced 2D Animation - *DIG3314C*  
\*3D Animation II: Applications - *DIG3354C*  
\*3D Animation III: Staging/Interaction - *DIG3362C*  
\*3D Game Animation - *DIG3368C*  
\*\*Animatics & Previsualization - *DIG3542C*  
\*Advanced 3D Game Animation - *DIG4363C*  
\*3D Animation IV: Acting/Dialogue - *DIG4369C*  
\*\*Storyboarding for Animation - *DIG4544C*  
Game Project Planning - *DIG4568C*  
\*Scripting/Storyboarding - *FIL1104C*  
\*2D Animation II: Applications - *FIL2723C*  
\*\*Stop-Motion Animation - *FIL3725C*  
Graphics - *GRA1106C*  
Photo Editing and Manipulation - *GRA1150C*  
3D Modeling - *GRA1162C*  
3D Animation - *GRA1168C*  
Advanced 3D Modeling - *GRA2169C*  
Advanced 3D Animation - *GRA2765C*  
Maps/Mattes/Masks - *GRA1762C*  
\*2D Animation I: Principles - *GRA2854C*  
Game Texture Mapping - *VGD1130C*  
\*Game Development - *VGD2130C*  
Level Design - *VGD2235C*  
Game Modeling and Animation - *VGD2255C*  
*\*created all course material (not including textbook) currently used*  
*\*\*created entire course*

*Professional References available upon request.*