

CURRICULUM VITAE

Carlo Diego

New York, NY

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Education:

- 2018 M.F.A., Lehman College, New York, NY; Digital Media
1995 B.F.A., Lehman College, New York, NY; Computer Graphics and Imaging

Certifications:

- 2021 School of Motion, Advanced 3D Cinematography

Teaching Experience:

- 2018 – present Tenure-track Assistant Professor, Borough of Manhattan Community College
Teach animation, motion graphics, and design courses. Continuously adapt and develop, expansive and industry supporting curriculum reflective of industry trends. Create opportunities for our students to be exposed to industry professionals and recruiters through workshops and conferences such as: NAB NY, the 3D and Motion Design Show, and SIGGRAPH. Collaborate with colleagues across disciplines to create inter-disciplinary learning opportunities. Recruit diverse industry professionals as adjunct faculty. Animation coursework emphasizes the principles of animation as well as the technical expertise needed to create 2D and 3D animation for games, TV, and Film. The design coursework focuses on traditional design principles as they apply to a variety of graphic design workflows for print and screen.
- 2013 - 2018 Adjunct Lecturer, Lehman College
Taught 3D, motion graphics and graphic design courses in the Fine Arts Department.
- 2017 – 2018 Visiting Professor, Sarah Lawrence College
Developed and taught 3D animation courses in the Filmmaking and Moving Image Arts Department.
- 2014 – 2015 Adjunct Lecturer, Hostos Community College
Taught 3D and graphic design courses in the Media Design program.

Academic Service:

Fall 2022 – Present	BMCC Academic Assessment Committee, Member
Fall 2022 – Present	CETLS Steering Committee, Assist with planning and facilitating of monthly meetings.
Fall 2022 – Present	BMCC/York Articulation Agreement, Advocating for Animation and Motion Graphics equivalencies.
Summer 2022 – Present	Free Student Access to Cinema 4D with Maxon, Coordinate free access to Cinema 4D for all students enrolled in ANI 401 and ANI 402.
Fall 2021 – Present	BMCC Personnel Review Committee, Member
Fall 2021 – Present	Supplemental Instruction Advisory Board, Member
Fall 2021 - Present	CETLS Advisory Board, Member
Fall 2021 – Present	Supplemental Instruction Media, Website Design and Updates, Administrator and designer of the SI Media website.
Spring 2019 - Present	MEA Adjunct Promotion Information Session, Co-Coordinated w/ Prof Oram an informational group to aide adjuncts in the promotion process.
Fall 2022	BMCC Open House, Animation and Motion Graphics Presenter
Fall 2022	Honor’s Contract for Renzo Esposito, Mentoring to provide research and technical guidance for the honor’s project.
Fall 2019 – Summer 2022	MEA Animation Program Coordinator, Served as point of contact for the Animation and Motion Graphics program, recruited and hired diverse industry professionals for the growing number of classes, scheduled animation courses, assisted with online course conversions during the switch to Distance Learning, streamlined prerequisites for intro animation courses, and co-wrote new 2D animations projects class with Prof Sullivan to allow students a choice between a concentration in 2D or 3D animation.
Summer 2022	Loving Open Learning, Discord Administrator & Steering Member
Summer 2022	BMCC Open House, Animation and Motion Graphics Presenter
Spring 2022 - Present	MEA Department Discord Server w/ Prof Owen Roberts
Fall 2021 – Present	BMCC/FIT Articulation Agreement, Advocating for Animation and Motion Graphics equivalencies.
Spring 2022	Gnomon School Transfer Presentation, Co-Facilitated w/ Prof Kaiser a transfer and portfolio information session for MEA

students.

Spring 2022	Honor's Convocation Presenter, Presented Paris La Infierno with Honor's in Animation and Motion Graphics.
Spring 2022	Launched MEA Department Discord Server w/Prof Roberts, Designed and launched a Discord community for all MEA students to be able to engage with each other and faculty.
Spring 2022	NBCU Scholarship Info Session, Co-Facilitated presentation for students interested in media careers.
Spring 2022	CETLS Blog: Fostering Community in the Classroom with Discord, Author
Fall 2021	MEA/Pixar Presentation, Co-Facilitated w/ Prof Kaisar an information session for MEA students for the Pixar Internship program.
Fall 2021	Curriculum Committee of the Academic Senate, Presented Animation and Motion Graphics
Fall 2021 – Spring 2022	Animation APR Lead, Organized team, gathered data, and delegated sections of reports to the various members of the team. Compiled results into final report.
Summer 2021	MEA Advisory Board, Coordinated meeting with MEA faculty and industry partners. Designed introduction and meeting decks, along with Miro interactive modules.
Fall 2019 – Spring 2021	RICM Student Club, Advisor
Spring 2021	Office of Accessibility Search Committee, Member
Spring 2021	Faculty Development Grant, Reviewer
Spring 2021	MECA Presentation, Animation and Motion Graphics Presenter
Spring 2021	BMCC Open House, Animation and Motion Graphics Presenter
Fall 2020	MediaMKRS Advisory Council, Member
Fall 2020	SMPTE Launching a Media Career in the Age of Covid, Co-Producer
Fall 2020	Worked with Lehman College Art Department in developing their Animation Track
Summer 2020	BMCC Open House, Animation and Motion Graphics Presenter
Summer 2020	MEA Advisory Board, Member
Spring 2020	CUNY Film Festival, Judge
Fall 2019	BMCC Open house, Animation and Motion Graphics Presenter
Summer 2019	Co-Chaperoned BMCC Student Trip to SIGGRAPH in LA

Summer 2019	BMCC Open house, Animation and Motion Graphics Presenter
Spring 2019	ASAP Arts Transfer Panel, Animation and Motion Graphics Presenter
Spring 2019	OpenLab at BMCC Logo, Designer
Fall 2018	Arts & Design Career Communities Implementation Meeting, Participant
Fall 2018	BMCC Open House, Animation and Motion Graphics Presenter

Student Guidance:

Spring 2022	Office of Accessibility Media Intern Technical Support/Guidance, Jotaro Tadehara
Fall 2021 – Spring 2022	Supplemental Instruction Media Intern Technical Support/Guidance, Jeremiah Chaparro
Spring 2022	Letters of Recommendation: Thin “Kie Kie” Yadanar Hsu, Patsy Castillo, Marisa Cuni, Larissa Sarto
Spring 2021	Placed Joel Ramirez (Alumni) to work with Prof’s Oram and McCarthy on TLH Event
Spring 2021	Transfer Review Application Connection (TRAC), Jesus Cerda
Spring 2021	Letters of Recommendation: Leonie Smith, Chase Haynes, Nesrien Alnabusi
Summer 2019 – Spring 2020	Letters of Recommendation: Jiawen Carmen Yeung, Angie Pacheco, Yuhang Wang, Aitenoria Eboigbe, Anthony Hernandez, Aaron Altamirano, Chantal Imerti, and Tsotne Gotsiridze.
Fall 2019	Transfer Advisement, Aaron Altamirano
Fall 2019	Animation Career Advisement, Carlos Cabrera
Spring 2019	Placed Aaron Altamirano in an internship with Professor Tang (CIS, BMCC)

Professional Development:

Fall 2021 – Present	AIGA NY Advisory Board, Education Workgroup
Fall 2021 – Present	Media MKRS Advisory Council
Fall 2019 - Present	The 3D and Motion Design Show, Attendee
Summer 2022	Games4Change Conference, Attendee
Summer 2022	Unreal Educator Accelerator Certificate
2018, 2019, 2022	NAB NY Show, Attendee
2021 - 2022	HUD Design, Learned Squared

	HUD Animation, Learned Squared
	Game Environment Design w/ Unreal Engine, Domestika
	Environment Design for Virtual Production in Unreal Engine, Gnomon
Spring 2021	Advanced 3D Cinematography Certificate, School of Motion
Spring 2021	Lightbox Game Expo, Attendee
Spring 2021	Degreeworks Training
Spring 2021	Connect2Success Training
Spring 2021	ICE.ART – The 3D Environment Conference, Attendee
Summer 2020	Resilient Teaching Workshop
Summer 2020	Siggraph Virtual Conference
Spring 2020	VR Speaker 101 Training
Spring 2020	VR Host and Moderator Training
Spring 2020	Distance Learning Course Development Cohort
Winter 2020	CETLS – Culturally Responsive Pedagogy
Fall 2019	SMPTE NY – Esports Innovation Panel, Attendee
Summer 2019	ACM Member
Summer 2019	SMPTE NY – BMCC Chapter Member
Summer 2019	NYFA - Motion Capture Training
Summer 2019	Siggraph Conference in LA, Attendee
Summer 2019	OER/ZTC Training

Selected Honors:

Fall 2020	SMPTE NY Section Commendation, <i>Launching Your Media Career in the Age of COVID</i> , Co-Producer
	Nominated by the BMCC SMPTE Chapter lead, John Gallagher. In appreciation for contributing to the professional development our membership and industry by serving as a producer for the program.

Production and Studio Experience:

Summer 2022	<u>Book Designer, <i>Race. Resistance. Love.</i></u>
	Designed book covers and interiors. Assisted in print production.
Spring 2022	<u>Concept Design R&D, <i>Burning Rubber</i> for HBOMax</u>

- Developed pre-production 3D environment concept art.
- Fall 2021 Designer, Starfish Accelerator
Designed pitch deck and funding brief.
- 2008 – Present Freelance Design and Animation, Various Clients
Logo design and animation. Album cover art. Architectural 3D renders. Front-end WordPress site development.
- 2012 – 2013 Lead UX/UI Designer & Animator, BoomGen Studios
Designed/developed company WordPress site. Designed UX/UI, Animated, Rostam Comics & Tear Gas in the Morning for iPad. Produced creative materials and pitch decks for various transmedia properties. Animated studio promo for Cannes Film Festival and SXSW.
- 2011 Motion Graphics Designer, Little Tiger NYC
Produced countdown renders for shows Ben & Kate and Raising Hope, for digital displays in MTA System and Times Square.
- 2008 Freelance Graphic Designer, Emphas!s Design
Designed wayfinding systems, print and web-based projects. Onsite graphics installation. User testing custom kiosk interface. Architectural renders.

Community Service:

- Spring 2022 – Present AIGA NY Student Discord Server
Organized and launched a Discord community for AIGA NY Education members.
- Spring 2022 AIGA NY Virtual Job Fair
Participated in the event advice booths answering questions, providing feedback, and advice to recent graduates and up-and-coming designers.
- Fall 2020 SMPTE NY Launching Your Media Career in the Age of COVID
Co-Produced virtual event for media students across CUNY campuses, with over 225 attendees. Those in attendance represented, BMCC, Kingsborough, Lehman College, and others.

Invited Presentations and Panels:

- Fall 2021 [CETLS Panel: Fostering Community in the Classroom with Discord](#)
Organizer, Facilitator, and Panelist. A panel discussion where faculty from various departments showcase their use of Discord in their classroom and learn about some of the ways in which students have been engaging in a virtual community.
- Spring 2019 [ASAP: Arts College Transfer Panel](#)
Panelist. An intimate discussion to discuss various programs at both CUNY and private 4-year schools in NYC. Supported discussions around existing articulations with Lehman College and other transfer opportunities within the city limits.

Screenings and Gallery Showings:

- May 2022 [AD ART Show 2022, Westerfiled World Trade Center – The Oculus in New York, Group Show, AI & Photoshop](#)
- May 2022 [Oppositions, The Holy Art Gallery in London, Virtual Group Show, AI & After Effects](#)
- April 2022 [Rita, Museum of New Zealand Te Papa Tongerawa, Animator](#)
- March 2022 [The Unseen, The Holy Art Gallery in London, Virtual Group Show, AI & After Effects](#)
- Winter 2022 [Virtual Choir, Shirley Fiterman Gallery in New York, Creative Director & Animator](#)
- August 2021 [Reberation, The Holy Art Gallery in London, Virtual Group Show, 3D Rendered Stills](#)
- April-May 2021 [Oblivion, The Holy Art Gallery in London, Virtual Group Show, 3D Rendered Stills](#)
- March 2021 [Greenpoint Gallery Spring Virtual Show, 3D Rendered Stills](#)
- Spring 2021 [Sublime, California Arts League’s 2021 International Spring Online Exhibit, 3D Rendered Stills](#)
- Fall 2018 [“A Digital Recreation of the Lenox Library Picture Gallery”, 3D Modeler, w/Prof’s Sally Webster and David Schwittek from Lehman College](#)
- May 2018 MFA Thesis Show, Lehman College Art Gallery, Glitch Art
- Spring 2017 Faculty Exhibition, Lehman College Art Gallery, Glitch Art
- Spring 2015 Faculty Exhibition, Lehman College Art Gallery, 3D Rendered Still
- Summer 2008 Solo Show, Mini Bar Brooklyn, HDR Panoramic Photography