

ACADEMIC CV

Klee Miller

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I. ACADEMIC DEGREES

2009 Masters of Fine Arts Animation UCLA Los Angeles, CA.

1977 Bachelor of Art Western Washington State Bellingham, WA

1975 Associate of Art Everett Community College Everett, WA

II. ACADEMIC POSITIONS

A. Teaching positions

2019-2024 Associate Teaching Professor Bowling Green State, OH

2018-2019 Professor TEC de Monterey Queretaro, MX

2010-2018 Professor Art Institute Tucson, AZ

2012-2015 Instructor Catalina Foothills District Tucson, AZ

2009-2010 Instructor International Academy of Design and Technology Seattle, WA

2008-2009 Instructor Art Institute Seattle, WA

2005-2008 Professor University of Advancing Technology Tempe, AZ

B. Administrative positions (non faculty)

2003-2005 Mocap Integrator Sony Imageworks Culver City, CA

Responsibilities: Integrating motion capture data onto 3D characters for the movie *Polar Express*

1998-2005 Animator 3DO Company Redwood City, CA

Responsibilities: Video game animator on multiple titles.

1996-1998 Animator Eidetic Bend, OR

Responsibilities: Video game animated cinematics for multiple titles

III. NON-ACADEMIC POSITIONS

IV. TEACHING

A. Teaching Assignments

1. Academic year 2023-2024

a. Spring Semester

Course	Credit hrs	Sections	Stacked with	No. of students
ARTC 3110 3D Modeling	3	2		27
ARTC 3220 Character Design	3	2		40
HNRS 4990 Honors Project	3	1		1

b. Summer Semester

Course	Credit hrs	Sections	Stacked with	No. of students
ARTC 3220 Character Design	3	1		15

c. Fall Semester

Course	Credit hrs	Sections	Stacked with	No. of students
ARTC 3110 3D Modeling	3	2	ARTC 4700	27
ARTC 3220 Character Design	3	2		40
ARTC 4700 Independent Study	3	1	ARTC 3110	1
HNRS 4990 Honors Project	3	1		1

2. Academic year 2022-2023

a. Spring Semester

Course	Credit hrs	Sections	Stacked with	No. of students
ARTC 3120 3D Animation	3	2	ARTC 5320	31
ARTC 3220 Character Design	3	2		15
ARTC 4420 Art & Virtual Environments	3	1		11
ARTC 5420 Art & Virtual Environments	3	1	ARTC 3120	1

b. Summer Semester

Course	Credit hrs	Sections	Stacked with	No. of students
ARTC 3220 Character Design	3	1		14

c. Fall Semester

Course	Credit hrs	Sections	Stacked with	No. of students
ARTC 3110 3D Modeling	3	3	ARTC 6860	36
ARTC 6860 Independent Study	3	1	ARTC 3110	1

3. Academic year 2021-2022

a. Spring Semester

Course	Credit hrs	Sections	Stacked with	No. of students
ARTC 3120 3D Animation	3	2		27
ARTC 3220 Character Design	3	2		17
ARTC 3260 Digital Painting	3	1		16
ARTC 4140 Character Animation II	3	1	ARTC 5130	9
ARTC 4420 Art & Virtual Environments	3	1		1
ARTC 5130 Digital animation studio	3	1	ARTC 4140	1

b. Summer Semester

Course	Credit hrs	Sections	Stacked with	No. of students
ARTC 3220 Character Design	3	2		27

c. Fall Semester

Course	Credit hrs	Sections	Stacked with	No. of students
ARTC 3100 Animation Principles	3	2		32
ARTC 4130 Character Animation	3	1	ARTC 5130	10
ARTC 5130 Digital Animation Studio	3	1	ARTC 4130	1

4. Academic year 2020-2021

a. Spring Semester

Course	Credit hrs	Sections	Stacked with	No. of students
ARTC 3120 3D Animation	3	2		27
ARTC 3220 Character Design	3	2	ARTC 5420	17
ARTC 3260 Digital Painting	3	1		16
ARTC 4140 Character Animation II	3	1	ARTC 5130	9
ARTC 5130 Digital Animation Studio	3	1	ARTC 4140	1

b. Summer Semester

Course	Credit hrs	Sections	Stacked with	No. of students
ARTC 3220 Character Design	3	2		14

c. Fall Semester

Course	Credit hrs	Sections	Stacked with	No. of students
ARTC 3110 3D Animation	3	2		24
ARTC 4130 Character Animation	3	1	ARTC 5130	14
ARTC 5130 Digital Animation Studio	3	1	ARTC 4130	1
ARTC 6860 Independent Study	3	1		1

5. Academic year 2019-2020

a. Spring Semester

Course	Credit hrs	Sections	Stacked with	No. of students
ARTC 3120 3D Animation	3	3		34
ARTC 4140 Character Animation II	3	2		22
ARTC 4420 Art & Virtual Environments	3	1		13

b. Summer Semester

c. Fall Semester

Course	Credit hrs	Sections	Stacked with	No. of students
ARTC 3110 3D Animation	3	2		24
ARTC 4130 Character Animation	3	1	ARTC 5130	17
ARTC 5130 Digital Animation Studio	3	1	ARTC 4130	1

B. Other teaching

1. Supervision of student teachers

2. Independent studies

2022-2023

a. Spring Semester

b. Summer Semester

c. Fall Semester

Course	Other course no.	Credit hrs	No. of students
ARTC 6860 Independent Study	ARTC 3110	3	1

3. Team taught courses

4. Cross-listed courses

5. Collaborative community based teaching

C. Thesis and dissertation student committees

1. Thesis and dissertation students committee chair
2. Membership on thesis and dissertation committees

D. Advisees

Micheal Rutkowski MFA
Morgan Madigan BA
Stephanie Childers BA
Josh Alahira BA
Nigel Jackson BA
Ben Rosales MFA
Colleen Violanti BFA
Sam Jay BFA
Logan Gardener BFA
Mariah Palmer BFA
Josh Warren BFA
Olivia Francese BFA
Alex Poor BFA
Emma Sulte BFA
Adam Firestein BFA

E. Curriculum and program development for BGSU classes

1. New courses/workshops added to the curriculum
2024 ARTC 4130 Changed outcomes to include 2D, Stop Motion, and Abstract animations.
2024 ARTC 2022 Story and Concept
2. Modifications to existing courses
S 2023 ARTC 4130 Character Animation revised assignments. Lectures, and grading rubrics
S 2023 ARTC 4420 Art & Virtual Environments revised assignments, lectures and grading rubrics.
F 2022 ARTC 3110 3D Modeling revised assignments, lectures and grading rubrics.
S 2021 ARTC 3100 Principles of Animation Stop Motion revised assignments, lectures and grading rubrics.
S 2021 ARTC 4070 Character Animation II, created all new assignments, lectures and grading rubrics.
F 2021 ARTC 3100 Principles of Animation Stop Motion revised assignments, lectures and grading rubrics.
F 2019 ARTC 5130 3D Character Animation, new assignments and lectures.
2019 ARTC 3110 3D Modeling, created new lectures, tutorials and grading rubrics.
3. Development of facilities and resources to enhance teaching effectiveness
4. Recruitment of disciplinary/community speakers, exhibitions, field trips and specialized events
5. Development of non-standard curricular materials for courses
6. New course materials developed in partnership with community

F. Presenter at teaching related conferences, workshops, classes, etc.

1. Discipline-based
2. Community-based

G. Instructional improvement activities

1. Teaching improvement seminars/workshops/conferences attended
2022-2023 ACUE Effective Teaching Practices

Center for Faculty Excellence:

Teaching and Learning Summit
Integrating Collaborative Learning Experience Workshop
Creating Accessible Documents and Presentations

2021-2022

Center for Faculty Excellence:

Spring Semester Inclusive Pedagogy
How to use Gamification in the Classroom
Open Conversations on Teaching
Transitioning Instruction to Meet Student Needs Workshop
Hybrid Classroom Technology Virtual Q & A with ITS
Assessing Course Design and Delivery
Planning for Different Modalities Workshop
The Hybrid Hurdle workshop
QRF Faculty forum via Webex at BGSU

2020-2021

Center for Faculty Excellence:

Faculty Mentoring Program (FMP) at BGSU

2019-2020

Center for Faculty Excellence:

Webex Training
Canvas 101
Brown Bag Diversity Session
Team building Workshop
Syabii & Assesment
Active Learning
Inclusive Pedagogy

2. Learning directly impacting discipline-based/community-based instruction

H. Grants for instructional purposes

- I. External student accomplishments

Students have gone on to work in the VFX industry, teaching advance texturing, internships and jobs at Pixar, NASA, and Dreamworks, etc. A recent grad student will be showcaing work at the 2024 Burning Man Festival.

2. External disciplinary/community awards, honors, citations in recognition of teaching
2024 Certificate for Presenting from Pathful Connect.com
2020 Certificate for Teaching Nepris.com

V. RESEARCH/CREATIVE WORK

A. Professional development

1. Studio/scholarly research

2018-Present I am researching Virtual Reality and Augmented Reality as it pertains to animation and games. Including 3D animation, storyboarding, script writing, layout, character modeling and rigging, procedural texturing, lighting, and rendering techniques. Also aerial photography, photogrametry, coding, AI artwork and animation. This involves learning new software suce as Touch Designer, Unity, and Unreal.

2. Courses taken and conferences, workshops and symposia attended

2022-2024 Tryuniverse.com

Introduction to C#, Advance Unity World Development, XR Application

Development, XR App Interactions and Publishing, Unity XR Interactions SDK

Attended Siggraph Graphics Conference 2022 Vancouver CA, 2023 Los Angeles

CA and 2024 Denver CO. Attended talks, screenings, and presentations. 3D printed

40+ teapots for distribution for the Time Tunnel Exhibition

2021-2022 Drone Launch Academy.com

Earned Aerial Roof and Solar Inspection Certificates

2020-2021 CG Academy

Rigging for Games Online

2006 Siggraph Graphics Conference, Los Angeles, CA. Attended talks, screenings, and presentations.

2004 Siggraph Graphics Conference, Los Angeles, CA. Attended talks, screenings, and presentations. Presented a demonstration of Hash Animation software.

1996 Electronic Entertainment Expo, Los Angeles, CA Attended talks, screenings, and presented games produced by the Eidetic video game company.

B. Research/scholarship of engagement grants and funded projects

C. Demonstrated research accomplishments

1. Publications

a. Books

- 1) Textbooks

- 2) Scholarly books/monographs
- 3) Anthologies and edited texts
- 4) Chapter of Books
- 5) Indexes and other bibliographic texts

b. Journal articles

- 1) Refereed articles
 - a) Journals
 - b) Proceedings
- 2) Non-refereed articles
 - a) Journals
 - b) Newsletters
 - c) Miscellaneous

c. Book/exhibition reviews

- 1) Journals
- 2) Newsletters
- 3) Miscellaneous

d. Exhibition catalogs

e. Illustrations/artworks in books/journals/posters/other printed media/electronic media/online

- 2023 Self published book of 24 photographs
 2023 “*Exemplary Photography*” 1 photograph
 2021 Self published book of 24 photographs
 2010 12 Illustrations for “*The Elfin Princess*” by Manay Sol Vantage Press

f. Abstracts

g. Reports

- 1) Published
- 2) Unpublished

h. Works in progress

- “*Henhouse 5 Plus 2*” AI 3D Animation
 “*VR Photo Gallery*” in Spatial.io
 “*Biorythm*” 3D animation
 “*Gabriels Horn*” 3D animation
 “*Tajar Tales*” by Jane Ward Recreating story in 3D/VR
 “*Chili Joe*” 3D Animation/VR Game

- 1) Publications submitted and under review
- 2) Grants/contracts underway

2. Exhibitions curated/co-currated

3. Exhibition participation

a. Juried exhibitions

- 1) International
- 2) National
- 3) Regional
- 4) Local

b. Invitational exhibitions

1) Solo exhibitions

2) Small group exhibitions

3) Large group exhibitions

4) Faculty exhibitions

- 2022 Faculty Show BGSU Bowling Green, OH
- 2022 QRF Faculty Show BGSU Bowling Green, OH
- 2021 Faculty Show BGSU Bowling Green, OH
- 2021 QRF Faculty Show BGSU Bowling Green, OH
- 2020 Faculty Show BGSU Bowling Green, OH
- 2019 Faculty Show BGSU Bowling Green, OH
- 2016 Faculty Show Tucson Art Institute Tucson, AZ

c. Touring exhibitions

d. Works in permanent collections

e. Commissions

f. Collaborative community-based projects

g. Exhibition submissions

- 2024 Better Than Ever *3 Photographs*
- 2024 BG Art Walk *16 Photographs*
- 2024 Community Art Show *3 Photographs*
- 2024 Photo Arts Club of Toledo *3 Photographs*
- 2023 Photo Arts Club of Toledo *3 Photographs*
- 2024 BG Art Walk *12 Photographs*
- 2023 Wood County Fair *3 Photographs*
- 2022 Wood County Fair *3 Photographs*
- 14th Annual Northwest Ohio Community Art Show *3 Photographs*
- 13th Annual Northwest Ohio Community Art Show *3 Photographs*

D. Professional involvement

1. Program presenter in conferences, workshops, lecture, and panels

a. Papers read to professional societies

- 1) Refereed
 - a) International
 - b) National
 - c) Regional
 - d) Local

- 2) Non-refereed
 - a) International
 - b) National
 - c) Regional
 - d) Local

b. Program presenter at conferences, workshops, lectures, and panels—as artist

- 1) Refereed
 - a) International
 - b) National
 - c) Regional
 - d) Local

- 2) Non-refereed
 - a) International
 - 2004 Hash Animation Presenter ACM Siggraph Digital Arts Conference
 - b) National
 - c) Regional
 - d) Local

2. Jurying/refereeships

3. Consultantships

4. Editorships

5. Professional recognition

2023-2024 Presenter Certificate Pathway Connect.com

2020 Presenter Certificate Nepris.com

a. Awards and recognition for research/creative work

2021-2023 Wood County Fair First, Second Fourth, Fifth, Honorable Mention Professional Photography Awards

2009 Third Place Award San Diego 3D Animation Film Festival “*Devil in the Drain*”

2009 Third Place Award LA Children’s Film Festival 3D Animation “*Devil in the Drain*”

2009 Third Place Award Kid’s First Film Festival 3D Animation “*Devil in the Drain*”

2007-2008 Third Place Award Cinema Technology Festival 3D Animation “*Devil in the Drain*”

1975 First Place Award AECT Student Film Festival Super 8mm film “*The Magic Hat*”

b. Membership in honor societies

c. Citations by others relative to your scholarly/creative/engagement

- 1) Printed media(including journals, newspapers, catalogs)
 - a) Discipline-based
 - b) Community-based
- 2) Television/radio interviews
- 3) Web and digitally-based
 - a) Discipline-based
 - b) Community-based

d. Work reproduced in/on exhibition catalogs, flyers, CD's, posters & websites

2024 Artstation.com

2024 Picfair.com

2019-Present Youpic.com

2005–Present Fine Art America.com

VI. Service

A. University, college, school and division

1. Committee Membership

a. School of Art

2021 Digital Arts Faculty Search Committee

b. College

2011-2017 Tucson Art Institute Gallery Committee Curator

Selected artworks and set up exhibitions. Promoted gallery exhibitions of visiting artists and students

c. University

2. Administrative positions

3. Division

4. Student organization advising

2011-2017 Tucson Art Institute Animation and Gaming Club Advisor

5. Faculty juror

2023 BA Awards

2023 Undergraduate Awards

2023 Undergraduate Show

2016 Tucson Art Institute Student 8x10 Show

6. Other activities

S2023-2024 Discovery Day Informed prospective students about the Digital Arts program

F2022-2023 Portfolio Day Critiqued High School student portfolios

F2019 Discovery Day Informed prospective students about the Digital Arts program

B. Professional, public, and community-based

1. Membership in professional organizations including area museums

2012-2015 Toastmasters Professional training for public speaking

2. Community activities

3. Public and alumni relations

4. Other activities

