

Vinny Argentina

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256.824.6521

EDUCATION:

M.F.A. in Dramatic Media, The University of Georgia, 2001

Concentrations: Computer Animation, Interactive Programming, Cinematography, Sound Design, Projection Design

Thesis: Production of a real-time 3D Video Game for the Web Browser

Thesis Advisor: Charles Eidsvik, Ph.D.

B.A. in Theatre, The University of Georgia, 1998

PROFESSIONAL EXPERIENCE:

2014 -2020 Assistant Professor | 2020 - Present: Associate Professor

The University of Alabama in Huntsville - Department of Art, Art History & Design

- Developed complete curriculum for new animation BFA program
- Developed Game Design and Development Minor
- Built and maintained Animation Lab
- Completed Plan Approval for NASAD Program Accreditation
- Undergraduate Faculty and Graduate Faculty
- Advising Undergraduate and Graduate Students

Courses Taught

- Animation Introduction
- Modeling I & II
- Short Film
- Technical Art
- Portfolio Development
- Hard Surface Modeling
- Game Scripting & Design
- Web Animation
- Character Animation I & II
- Team Game Design
- Lighting, Rendering & Compositing
- Professional Practices
- Organic Modeling

2008 - 2014: Instructor

Creative Technologies at Virginia Tech School of Visual Arts – part time 08 - 09, full time 11 - 14

- Foundations Faculty, Undergraduate Faculty, Graduate Faculty
- Advise students on thesis projects

Courses Taught

- CG Short Film Production
- Game Design
- Creative Code
- Motion Graphics
- Character Animation
- Intro to 3D Creative Technologies
- Intro to 2D Creative Technologies
- Principles of New Media

CREATIVE and RESEARCH PROJECTS:

2020 - ongoing "Apache Engine Interactive Training": Project direction, interaction designer, programming

2019 "Visualizations for Cartilage Restoration Method" (with Dr. Anu Subramanian, UAH Chemical and Materials Engineering)

2019 - ongoing "A Place Through Time" VR experience in Unreal Engine: Project direction, programming, look development, asset development

2016 - ongoing "Discovery and Distraction: Gravity" Short Film: story, sound design, cinematography, rigging, surfacing, animation, simulation, and direction

2015 - ongoing "mobile Physical Activity and Cognitive Training" (mPACT) App Development: App project management, app design, UI/UX design, 2D asset creation, production of exercise videos, usability test observation and coding (collaborators: Dr. Lenora Smith, Dr. Mark Reynolds, Dr. Thuy Lynch, UAH Nursing; Dr. Jodi Price, UAH Psychology; and Dr. Chuck O'Brien UAH Game Design)

2016 - 2018 "Light+Innovation+Technology (LIT)" Designer: public interactive experience, Downtown Huntsville, AL

2017 - 18 "Neighborhood 3: Requisition of Doom" Walk-through projection sequences using Unreal Engine (Amy Guerin, Director; David Harwell, Production Designer), UAH Wilson Hall Theater

2016 - 17 "The Medium" Projection Design (Karen Young, Director; David Harwell, Producer/Designer), UAH Wilson Hall Theater

2015 - 16 "Apollo Lunar Roving Adventures" Educational Game Design (collaborator: Dr. Chao Peng, UAH Computer Science)

2015 "Picasso at the Lapin Agile" Projection Design, (Chad Thomas, Director; David Harwell, Producer; Chad Thomas, Director; David Harwell, Producer), UAH Wilson Hall Theater

PRESENTATIONS & PUBLICATIONS:

Smith, L., Argentina, V., Price, J., & O'Brien, C. (2020). The mobile Physical Activity and Cognitive Training (mPACT) App for Older Adults: A Pilot Study. *Computers, Informatics, Nursing*, 38(11).

Smith, L. & Argentina, V. (2019). The Usability of Physical Activity and Cognitive Training Applications in People with Mild Cognitive Impairment. *Research in Gerontological Nursing*, Epub ahead of print.

Smith, L., Reynolds, M., & Argentina, V. (2018). The Usability of Physical Activity and Cognitive Training Applications in People with Mild Cognitive Impairment. Poster presentation, Gerontological Society of America Annual Scientific Meeting. Boston, MA (11.2018)

"Not Just Moving, but Living: An Exploration of Animation Principles" Presented at Huntsville Museum of Art as part of the "What's Up, Doc? The Animation Art of Chuck Jones" exhibit (1.2017)

GRANTS:

- American Nurses Foundation Nursing Research Grant, mPACT, 9.2019
- Research or Creative Experience for Undergraduates Grant, A Place Through Time VR experience, 1.2020
- Research or Creative Experience for Undergraduates Grant, Apache Engine Interactive Training, 1.2020
- Research or Creative Experience for Undergraduates Grant, Visualizations for Cartilage Restoration Method, 1.2019
- Research or Creative Experience for Undergraduates Grant, A Place Through Time VR experience, 1.2019
- Research or Creative Experience for Undergraduates Grant, Projections for Theatre Production, 1.2017
- Research or Creative Experience for Undergraduates Grant, Production of a Short Film, 1.2016
- Cross College Faculty Research Grant, Lunar Rover Adventure Game, 10.2015

AWARDS AND HONORS:

- Best in College, Summer Community of Scholars Poster Session, Visualizations for Cartilage Restoration Method, 2019
- Excellence in Teaching, School of Visual Arts, Virginia Tech, 2014
- Stand Out Technical Artist Award, Electronic Arts, 2008
- Stand Out Artist Award, Electronic Arts, 2007

OTHER PROFESSIONAL EXPERIENCE:

2008 - 2011: Digital Media Artist/Digital Studios Manager

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- All aspects of 3d production & pipeline
- Manage studio resources
- All aspects of video production and pipeline
- Create estimates for project needs

2006 - 2008: Artist/Technical Artist

EA Sports -- Titles include Madden, NCAA & NFL Head Coach (as lead TA)

- Model and texture environments and props
- Support artists and pipelines
- Character setup and rigging
- Create tools and scripts for Maya and Photoshop

2005 - 2006: Instructor

The University of Georgia

- Computer Animation for Dramatic Media: Maya
- Topics in Computer Technology: Motion Capture
- CG Special Topics: Russian Navy
- Interactive Media 1: Director

2002 - 2006: Digital Content Director/Technical Director

N.S.F. Grant: "Live Performance Simulation System" at the University of Georgia

- Modeling, texturing, rigging, animating
- Motion capture
- 2d and 3d application programming
- Audio recording and manipulation
- Web development
- Gamebryo asset pipeline creation
- Research project needs and create P.O.s
- Create process to reach project goals

ADDITIONAL EXPERIENCE:

- Interactive art using Max/MSP, Motion Capture & MotionBuilder, BASIC Stamp, and Macromedia Director
- Game design and implementation - Rubix Cube game featured on Macromedia's website
- Cinematography - most notably for 16mm independent feature film, "The Rolling Fork"
- Sound design/recording engineer for stage, screen, and music production
- Lighting design for film, dance, and theatrical performances
- Gallery exhibited photography