

Karl Koehle

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EDUCATION

University of Wisconsin – Stout, Menomonie, WI 2018-present

MFAiD Candidate – Animation, Games & Interactive Art. Est Graduation 2023

Grand Valley State University, Allendale, MI, 2001

Bachelor of Science in Communications - Film & Video Production - Animation, Minor Studio Art

Grand Rapids Community College, Grand Rapids, MI, 1998

Associate of Art - Multimedia

Allegan County Area Technical Center, 1995

Technical Certificate - Drafting & CAD

TEACHING EXPERIENCE

Lecturer, UW-Stout, Game Design & Development, Fall 2016 – present

- GDD450/451 – 3D Game Design & Development - Senior Capstone
Directing teams comprised of both Computer Science and BFA Art students in the game design program to produce a custom 3D video game over the course of one academic year.
 - 2019 - “*Farbenspiel*” use the color powers of four cat spirits to solve puzzles and return color to the world.
 - 2019 “*Wisper*” - Play as the wind to interact with objects and inhabitants of the island of Sunshore.
“*Wisper*” - submitted to the student category for “Games for Change” competition.
 - 2018 “*Small Hours*” is a kid-friendly stealth-horror game where the child navigates a labyrinthine city to retrieve their lost cat while avoiding a monster.
 - 2018 “*Umbrella Mondays*” guides a child, who protects adorable fire spirits with her umbrella, solving puzzles which unlock clues to the significance of the green rain.
“*Umbrella Mondays*” was chosen by the university to be submitted to the national E3 College Game Challenge, and was presented at Meaningful Games conference in Lansing, MI 2018
- DES372 - 3D Modeling & Animation
Covering skills necessary to be proficient in 3D: Modeling, texturing, rigging, IK, deformations, lighting, animation, rendering, technical troubleshooting and best practices in 3D using Maya.
- GDD325 - 2D Game Design & Development
Directing teams of both Computer Science and BFA Art students in creating 2D video games
Collaboration with the Children's Museum in Madison, WI to create interactive experiences targeted to your youth and adult visitors. VS code, JavaScript, Phaser, Node.js, and Raspberry Pi.
- DES225 – Pixel & Vector Art
Creating video game art with the size, space and limited palette constraints common with early gaming consoles. Isometric pixel art and orthographic vector assets are formatted into sprite sheets and imported into the Unity game engine where C# scripting is applied to provide basic player interactivity.
- DES200 - Design Concepts & Problems
Exploring approaches to creative problem solving using varying projects and materials, emphasizing

iterative work and process documentation.

- DES220 - 2D Digital Image Making
Developing foundations of computer graphics creation and applying design principles through Adobe software Photoshop, Illustrator, and InDesign.

Adjunct Faculty, McNally Smith College of Music, St. Paul, MN, 2015-2016

- MUS151/REC108 – Introduction to Multimedia Technology
Taught introduction to editing graphics using Photoshop, digital video editing with Final Cut Pro, and animation principals using After Effects.

Head Alpine Coach, The G Team, Bloomington, MN, 2005-2013

- Alpine Snowboard Racing coach and mentor for athletes ages 7-18, setting courses and providing individual training plans, travel to national and international competitions, gear allocation and fitting, working with manufacturers in Colorado and Switzerland to design custom snowboards.

HIGHLIGHTS OF INDUSTRY WORK EXPERIENCE

Modeler, Permasteelisa North America, Inver Grove, MN, 2014-2015

Procedural modeling for curtainwall design for “Riverpointe” building at 444 W Lake St, Chicago, IL using Autodesk Inventor & proprietary BIM (Building Information Modeling) tools.

Owner, Highline Digital Graphics, LLC, Apple Valley, MN, 2012-present

Projects completed for a variety of clients including those in the oil & gas sector, legal exhibits, marketing for manufactured products, animated corporate invitations, local theater/stage visual effects, and graphics/presentations to help secure grant funding.

Digital Artist, Litigation Insights, Eagan, MN, 2001-2012

Created 3D models and produced animated demonstrative exhibits used in litigation.

Most of my production career was focused in the legal field creating 3D animated exhibits, interactive timelines, video presentations, and still graphics for use in trial.

Some of the major practice areas included: patent infringement, product liability, medical malpractice, and both vehicular and non-vehicular accident reconstruction.

Working at a small studio required my involvement in all aspects of production, from concept to delivery and my knowledge in navigating production issues, creative problem solving, and using a variety of graphics tools to create these custom exhibits.

3D Artist in Residence, Grand Rapids Community Media Center / GRTV, 2001

Creating station identification animations, and helping others learn to use the software (Lightwave 3D)

TECHNICAL SKILLS

3D Modeling & Animation:	Lightwave 3D, Maya, Sculpttris, Flash
Graphics Creation & Layout:	Photoshop, Illustrator, InDesign, PowerPoint
Game Design	Unity Game Engine, C#, JavaScript, Processing
Video Compositing:	After Effects, Combustion
Video Editing:	Avid Media Composer, Premiere Pro, Final Cut Pro, Media 100
Video Encoding & Authoring:	Media Encoder, Encore, Sorenson Squeeze
Audio Editing:	Audacity, Audition
Video Capture:	Canon GL2, Canon 70D SLR
Other:	Word, Excel, Office, Mac & PC

PUBLICATIONS

- 2019 Game – GGJ - OVERCRISPED - for NES – Collaboration with Scott Lembcke
- 2018 VR Game - Global Game Jam – “Entropée Space Druids,”
- 2017 Animated Short Film - “Walking,” - collaboration with Caroline Agbonlahor, for the AIMMIA, “Art-Inspired Music, Music-Inspired Art” project
- 2016 “Who’s the New Kid??”- Acrylic on reclaimed skateboard, metal - Kicker Board Sports Art Show,
- 2016 Game - Global Game Jam – “Joe VS Volcano”
- 2015 Game - Mid-Wed Game Jam – “Coconut Journey”
- 2015 Game - Global Game Jam – “Burden”
- 2015 Short Film - “Brewhouse Massacre” - 48hr film project
- 2007 Online Tutorial - “Using 3D Z-depth values and RLA output for compositing”

PRESENTATIONS/WORKSHOPS/SHOWS/SCREENINGS

- 2019 Speaker WI State Science Olympiad - “Collections, Connections, & Collaborations” - March
- 2019 IGDA-TC - Student Design Project - Pixel Art Campus Map
- 2018 *Plain Sight* - Group show - Design Seminar prompt for Belwin Conservancy - November
- 2018 “Self-Guided Learning” - Presentation for UW-Stout *Ludapalooza* event
- 2018 Two Day-long workshops on Game Design” & “Animation” for visiting Japanese students
- 2018 IGDA-TC presentation of UW-Stout Senior Games - April
- 2018 Digital Compositing Workshop for UW-Stout SIGGRAPH student organization - March
- 2017 Viewing “Walking” Short film at the MET - Minnesota Electronic Theater - December
- 2017 Post-mortem presentation of short film “Walking” to UW-Stout SIGGRAPH - October
- 2016 Panelist – “Game Jam Basics” – Gamer's Rhapsody Conference - November

RESEARCH INTERESTS

- How can interactive art be used to create novel, humorous and joyful experiences that surprise and delight the viewer.
- Find an alternative to firearms in first person shooter games (Take the “S” of out of “FPS”)

RESEARCH IN PROGRESS

Coursework for Masters of Fine Arts in Design, continuing training to extend proficiency and improve current course load: Game design, creative design principles, Maya, Unity, Arduino, Raspberry Pi, programming fundamentals in Processing and C#.

TEACHING INTERESTS

3D modeling & animation, game art, graphics foundations and supporting students in advanced independent research topics

RELATED SERVICE

Coordinated student group project - Creating the UW-Stout Campus Map in isometric pixel art -2018
Faculty Travel Assistant for students traveling to GDC, 2018, 2019
Advisement to UW-Stout Entrepreneurship board, 2018
Advisor for student organization – UW-Stout SIGGRAPH, 2017 – 2019
Hiring Committee Member – Time-based media faculty position, 2017
Design Week – Art Portfolio Review
Advisor for Game Design & Development Students
Mid-Program Review - ongonig

Mentor for Student Honors Contracts:

2019 Gail Machalek - RPG Game - Art and Process
2019 Hannah Baker - Creative Design Processes for Interactive Art - Electronics
2019 Mary Flaherty - Game Engine Experience
2018 April Lewer - 3D Rigging,
2018 Kayla Techmeier - Concept Game Bible
2017 -Maddie Christensen - 3D 360 experience,

PROFESSIONAL DEVELOPMENT

Conferences:

HEVGA Summer School - Skövde, Sweden - 8/2019
EYEO Festival, 6/2018, 6/2019
Minnebar – Minnesota Tech Conference, Richfield, MN, 4/2018
GDC – Game Developers Conference, San Francisco, CA, 3/2018, 3/2019
M+DEV – Game Development Conference, Madison, WI, 10/2017, 2018
GlitchCon - Minneapolis, MN, 2016,2017
SIGGRAPH Student Volunteer - National Conferences; New Orleans 2000, Los Angeles 2001
Ottawa International Animation Festival, Ottawa, Canada 2000
ASIFA Animation retreat, Starved Rock, IL 2000

Workshops:

DISC – Communication styles workshop, 4/2018
Glitch Game Immersion Program, 2016
Nakatani Learning Center – 1st year faculty program, 2016-2017

PROFESSIONAL ORGANIZATIONS & SPECIAL INTEREST GROUPS

WGA - Wisconsin Games Alliance - Educational Summit. 2018
Member IGDA – International Game Developers Association
IGDA-TC, International Game Developers Association - Twin Cities
MNVR-HCI, Minnesota Virtual Reality - Human Computer Interface
Maya User Group
Lightwave User Group
After Effects Users Group
Nice Moves - Twin Cities Motion Graphics makers