

KRISHNA SADASIVAM



“As a former student at the Art Institute of Tampa, I’ve had several instructors teaching and mentoring me. Krishna is one of the *best*. He insists that his students bring their absolute best to the classroom, which is an asset in an art career where the competition is equally fierce. He is willing to take the time to ensure students’ understanding of the curriculum and subject matter.” – **N. Bergman**, Owner / Operator at *Sweet Child Designs*, LinkedIn

“Krishna's leadership in the classroom and passion for the subjects he teaches is matched only by the compassion and humility with which he offers his services. He is perpetually concerned with the success of his students, yet remains relentlessly ethical in all matters. As a professional, he is always cordial, willing to share advice and insight. As an artist, his talent is dependable and prolific, and his humor a delight.” – **C. Gamble**, Environment Artist at *Sanzaru Games*, LinkedIn

PROFESSIONAL ACHIEVEMENTS

Active contributor (both stories and sequential art) for **CARtoons Magazine** (2017 – present), a bi-monthly magazine focusing on automotive comics and humor, available on newsstands across the US.

Actively making customized tech-inspired comics for companies within the tech industry, including **Typemock** and **Other World Computing**.

Active contributor of comics (*BENT Magazine*) and conference poster design work for Tau Beta Pi, the nationally recognized Engineering Honor Society. (2012 – present)

As one of the early pioneers of the webcomics medium, I have been responsible for the development, writing, and art for a thrice a week online comic *The PC Weenies*, which squarely focuses on technology humor. (1998 – 2018)

Developed customized security comic for **White Hat Security**, as part of an attendee giveaway for conference attendees. (2018)

Completed character designs for **Georgia Pacific**. (2018)

As Art Director for “*Forgive - Don’t Forget*”, a documentary film about the trials and tribulations of returning a World War 2 Japanese sword, I provided several finished illustrations for a “motion comic” style animated sequence, which was incorporated within the film. The film can be viewed on Hulu. It has won numerous festival awards, both nationally and internationally. (2018)

IMDb link for Art Director on “*Forgive – Don’t Forget*”: <https://www.imdb.com/name/nm9455726/>

Created album art for *Zingaroe* – Defuse (single) – available on Apple Music. (2017)

Met and delivered custom illustration to Richard Rawlings, of the hit Discovery show “Fast n Loud”.

Presented and exhibited work at the “Infinite Canvas: Art of the Webcomic” Gallery show at the Rocky Mountain College of Art and Design. (2015)

One of seven cartoonists selected by the **Smithsonian Museum of Natural History** to develop and draw comics for “I Want the Wide American Earth” traveling roadshow exhibit for the Smithsonian APA Exhibition. (2013)

Presented the *Ignatz Award* for Cartooning at the Small Press Expo (SPX). (2012)

Illustrated a 10-page comic for **Shattered: The Asian American Superhero** Anthology. (2012)

One of 17 webcartoonists chosen by Bandai Namco to commemorate Dig Dug’s 30th Anniversary. (<http://comicsalliance.com/dig-dug-shiftilyook-webcomic-project/>) (2012)

Self-published **PC Weenies: Rebootus Maximus**, a 120 page graphic novel. Managed all design, setup, printing, and delivery of books to fans around the world. (2009)

Commissioned by **Microsoft** to create 12 custom comic strips and character designs to coincide with their “HelloSecureWorld” campaign, an initiative to promote safe coding practices to an audience of software developers. (2008)

Featured in Smashing Magazine’s “50 Beautiful Examples of Comic Strip Art”:
(<http://www.smashingmagazine.com/2008/12/28/the-celebration-of-cartoons-and-comic-strip-art/>)

Featured on Royal Pingdom “7 Tech comics that will put a smile on your face”:
(<http://royal.pingdom.com/2009/01/16/7-tech-comics-that-will-put-a-big-smile-on-your-face/>)

Featured on **CNET** (Sidesplitting tech comics): (http://news.cnet.com/8301-17939_109-9774228-2.html)

Appeared on **NPR** (WUNC) in Raleigh, NC to promote and discuss *The PC Weenies* comic strip. (2002)

ACADEMIC ACHIEVEMENTS

Notable Ai Tampa grads who I have taught have found employment within the industry in companies including *Sledgehammer Games, Sony, Nickelodeon, ArenaNet, ShadowMachine, Powerhouse Animation, and Zynga.*

Advised, supervised and mentored a team of 6 students. Worked with students from conceptualization, script, pre-production work to final animation for **Big Brothers Big Sisters** organization in Tampa Bay, as part of a marketing effort to promote the organization’s “Mentorship Month” initiative for January 2019 (Fall 2018)

Advised, supervised and mentored a team of 20 students to develop two sets of animations for the non-profit veteran's organization **Project Transition USA** in their efforts to raise awareness and secure funding for their initiatives to help active duty servicemen and servicewomen transition to civilian positions. (Summer 2018)

With a team of 20 students, supervised and consulted on script, pre-production work and final animations to raise awareness and support cancer research fund-raising efforts for the **Tampa Bay Research Institute's** 35th Anniversary Event (Fall 2016)

"Two can technique", the methodology I developed for understanding and simplifying biped forms for the purposes of drawing them was included within a paper presented at Siggraph:
Guay, Martin. (2015). Sketching free-form poses and motions for expressive 3D character animation.

Instructor of the Quarter, The Art Institute of Tampa (Winter 2010)

EXPERIENCE

JUNE 2006 – PRESENT

INSTRUCTOR, MEDIA ARTS AND ANIMATION, THE ART INSTITUTE OF TAMPA

- Developed numerous curricula and delivered student-centered instruction within both the Media Arts and Animation Department and Game Art and Design. Courses I have taught include:
 - Intro to 2D Animation
 - Advanced 2D Animation
 - Intro to 3D Animation
 - Storyboarding and Animatics
 - Intro to Motion Graphics
 - Web Design I and II
 - History of Animation
 - Technical Visualization
 - Team Pre-Production / Team Production
 - Senior Portfolio
 - Background Layout and Design
 - Concept Art Design
 - Character and Object Design
 - Drawing and Anatomy
 - Intro to MEL Scripting
- Volunteered and actively participated in a wide variety of campus initiatives (Open House, Ai Student Film Festivals, Clearwater Jazz Holiday, sophomore, junior and senior level portfolio reviews)

DECEMBER 2015 – DECEMBER 2017

ADJUNCT PROFESSOR, COLLEGE OF THE ARTS, THE UNIVERSITY OF SOUTH FLORIDA

- Developed curriculum and taught courses for both 2D Animation and Visual Storytelling for the College of Art and Art History
- Volunteered and actively participated in a successful ArtHouse Open House Exhibition (April 2016)

OCTOBER 2003 – JUNE 2006

MAC SYSTEMS ADMINISTRATOR, SAVANNAH COLLEGE OF ART AND DESIGN

- Responsible for technical support, administration and automation tasks for over 200 Macintosh computers used by both students and faculty in the School of Film and Digital Media.
- Solved network and system problems on Mac, Windows and Linux based systems.

APRIL 1999 – JANUARY 2002

SENIOR ASIC CUSTOMER ENGINEER, LSI LOGIC CORPORATION

- Managed project schedules/tasks and served as primary technical point-of-contact on several key designs, providing design analysis and support throughout the ASIC development process to meet aggressive project deadlines.
- Self-taught industry standard EDA and LSI custom tools to meet demanding project deadlines.
- Revised and updated the design milestone checklist documentation used by the field to insure that all LSI design guidelines were successfully met
- Organized, coordinated, and successfully managed all logistics for world-wide LSI Area Team Conference, while serving as primary technical lead on an ASIC
- Developed design automation scripts using Perl, sed, and UNIX c-shell commands to greatly minimize turn-around time for deliverables
- Designed, maintained, and administered internal website for design center
- Installed, administered, and trained other engineers on using Synchronicity's revision control and project management software
- Discovered, reported and followed-up on several significant tool-related bugs and expedited solutions
- Solved network and system problems on Mac, Windows and Linux based systems.

JULY 1997 – MARCH 1999

ASIC DESIGN ENGINEER, REAL 3D, INC.

- Completed the design, simulation, synthesis and debugging of request engine blocks within the 2D Blitter Engine super unit, ahead of schedule
- Designed, debugged, and verified key components within the Overlay Filter Scalar (OFS) super units, and provided mentoring support to a new engineer; met aggressive project deadline
- Developed and executed test cases required to validate all data paths between Local Memory Interface and its clients to insure proper functionality

EDUCATION

JUNE 2006

M.F.A. ANIMATION, SAVANNAH COLLEGE OF ART AND DESIGN

AUGUST 1997

MASTERS OF SCIENCE, ELECTRICAL ENGINEERING, THE UNIVERSITY OF TENNESSEE, KNOXVILLE

Masters Thesis: *“Development and Implementation of a Three-Dimensional Aircraft Radar User Interface for Air Traffic Management”*

Graduated **Magna Cum Laude**

JUNE 1995

BACHELOR OF SCIENCE, ELECTRICAL & COMPUTER ENGINEERING, THE UNIVERSITY OF TENNESSEE, KNOXVILLE

Graduated **Cum Laude**

TECHNICAL SKILLS

- Adobe CC Suite
- Autodesk Maya
- Clip Studio Paint / Sketchbook Pro
- Marketing and Branding
- Film editing
- Strong Design Skills
- 2D Animation (traditional and digital)
- Digital Painting / Concept Art
- Visual Storytelling / Sequential Arts
- Web design (HTML / CSS / WordPress)
- Character Design
- Workflow Automation

SOFT SKILLS

- Hands-on, student-centered instructional focus
- Excellent written, verbal and interpersonal skills
- Proven leadership skills
- Adaptable problem solver
- Engaged team player
- Strong work ethic

RESEARCH INTERESTS

- 1) Exploring the use of 3D for facilitating complex camera movements within the medium of 2D animation.
- 2) The use of animation as a learning and behavioral development tool, particularly for learning-challenged students.
- 3) Applied animation to facilitate complex, abstract concepts present in the areas of science and engineering.