

# JORDAN C. FONG

291 Stanford Ave. | Palo Alto, CA | 94306 | 808 651 4041  
jordan@monkeyboyillustrations.com

## Summary of Experience

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- **Talented and vibrant art instructor.** Grounded in curriculum development, course assessment, and evaluation for Arts and Digital Arts Media programs. Experienced instructor in a variety of digital media arts education tools and software packages. Strong proponent of student character development and personal growth through the use of the arts. Deeply passionate about higher education for at-risk students and underserved minorities of low-income families.
- **Accomplished Visual Development Artist.** Oversaw pre-production artwork of three AA title games while being part of two mobile game start-ups. Lead Game Artist for hidden objects mobile game. Led character designs from inception. Created post-production artwork that demonstrated proficiencies in composition, color scripts, and storyboards. Directed and facilitated art team meetings concerning design execution of characters, User Interfaces, and gameplay.
- **Dynamic Traditional Arts & Digital Media artist.** Published Colorist for graphic novel series and collaborating editor. Knowledgeable in various arts and digital media arts practices and techniques. Proficient using professional industry tools Wacom Intuos tablet and CINTIQ. Trained in traditional figure drawing, portrait drawing, and quick sketching techniques. Possess advanced skills in Adobe Photoshop, Adobe Illustrator, Autodesk Maya, Procreate, Affinity Photo and Designer.
- **Academy of Art University (San Francisco, CA), MFA graduate, Visual Development.** Thesis: *The Art of "Peter and The Wolf"*. Academy of Art University Masters graduate in Visual Development. Served as Graduate Advisor for Academy of Art University intercollegiate rowing program.
- **University of California, Santa Barbara (Goleta, CA), BA graduate, Art Studio.** Major – Art Studio, and minor – English.

## Professional Experience

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**2016-Present Associate Professor**    **Foothill College**    **Los Altos Hills, CA**  
Art educator in Fine Arts and Graphics & Interactive Design departments.

**2014-2016**    **Instructor**    **Foothill College**    **Los Altos Hills, CA**  
Art educator in Fine Arts and Graphics & Interactive Design departments. Teach courses *Fundamentals in Drawing, Cartooning, Head & Hands Drawing, Figure Drawing I & II, Digital Painting I, Graphic Design Studio I-III, Motion Graphics, and Illustration & Digital Imaging*. Incorporate visual storytelling methods and themes, with various character design techniques to students. Rebuilt and developed decade-old, outdated *Cartooning* course curriculum and syllabus to meet contemporary industry standards in both professional practices and applications. Designs course curriculum, syllabus, assessment tools, and performance measures. Advise students on academic and career trajectories for fine arts and feature animation fields.

**2013-2016**    **Instructor**    **Gavilan College**    **Gilroy, CA**

Art educator in Digital Media department. Taught courses *3D Animation*, *Intro to Animation*, *Digital Media Design*, and *Web Design I*. Designed course curriculum, syllabus, assessment tools, and performance measures. Combine digital arts media methods and best practices to feature film Animation and Game Animation projects focused on Fundamentals of Animation, basic 3D animation, Character Rigging, and texture rendering, and Character Design Model Sheets. Advise students on academic and career pathways for digital media and in 2D/3D animation industries.

**2015-2016      Visual Development Artist      International Culture Exchange Group  
Fremont, CA**

International Culture Exchange Group (ICEG) is a leading producer of arts and entertainment experiences that celebrate and promote diverse cultures. ICEG produces Global Winter Wonderland festival featuring elaborate outdoor sets of vibrant color, dazzling light, and giant illuminated lanterns depicting iconic landmarks and scenes from around the world.

- Concept Art – Senior Concept Artist for annual winter holiday festival. Created original and unique theme park set designs and floats.
- Digital Artist – painted 2D color keys of props, characters, and buildings for final art assets. Achieved new levels of innovation by creating unique workflow to paint digital layout designs for illuminated landscapes.

**2013                      Visual Development Artist      Mind Pirate, Inc.                      Menlo Park, CA**

Mind Pirate, Inc. built technology for the development and distribution of wearable & IoE computing apps called Callisto to create augmented reality-based mobile games. Callisto was the first platform that enabled developers and OEMs to innovate gameplay and game design for use across a variety of wearable & IoE devices, such as Smartwatches, Smartglasses and symbiotic Smartphones, taking full advantage of their unique capabilities and form factors.

- Game Artist – Helped develop art style and visual integrity of mobile game. Conceptualized characters, props, and layouts. Painted 3D model textures of props, characters, and buildings for final in-game artwork.
- Graphic Design – Created high-fidelity vector mock-ups and deliverable mobile device User Interfaces, and company logos and logotypes.

**2012                      Visual Development Artist      Fitposse Studios                      San Francisco, CA**

Fitposse Studios made casual social games that promoted health and fitness. Fitposse Studios empowered gamers with fun ways to pursue health and fitness.

- Art Direction – Provided design specs and workflow for hidden objects game characters, props, and background designs. Created original intellectual property characters and in-game environments using Photoshop and Illustrator in vector and bitmap formats.
- Team Management – Led pre-production meetings and facilitated art team critiques. Provided design specs. Established workflow for hidden objects game characters, environments, and props. Proofed art team layout designs, approved final rendering, and mentored art interns on perspective fundamentals 2D digital painting techniques.
- Game Artist – Lead Character Artist for Playable and Non-playable Characters. Responsible for visual development artwork to be used for browser-based free-to-play online game *Haunted*. Created lead character Piffle the Sniffing Ghost.
- Web Design – Designed UI/UX and Graphical User Interface for company website.

**2011-2012      Lecturer of Arts                      Kaua`i Community College                      Lihu`e, HI**

Art educator in Digital Arts Media and Fine Arts. Taught courses *Intro To Visual Arts*, *Intro To Digital Arts Media*, and *Intro To Graphic Design*. Led both laboratory and lecture sections. Established an open-studio culture that enabled students to complete course assignments, studio projects, and to interact with peers. Designed course curriculum, syllabus, assessment tools, and performance measures. Advised students on both academic and career trajectories for fine arts and graphic design professions. Designed the logotype for the college's sustainability institute *Ho`ouluwehi: The Sustainable Living Institute of Kaua'i*.

**2010-2012      Art Teacher                      Honolulu Academy of Arts                      Kapa`a, HI**

Art Teacher with the Honolulu Academy of Arts through their Art To Go program. Art To Go collaborates with local, professional, and qualified artists to stimulate creativity, introduce artistic technique, bolster self-esteem and confidence, strengthen problem-solving skills and promote positive leisure activities in a safe environment for Hawai'i's youth and underserved communities. Taught *2D Design*, *Intro To Perspective*, *Intro To Mural Painting*, and *Intro To Water Colors* for the elementary, middle, and high school after school arts programs. Led both laboratory and lecture sections. Designed and developed 12-week course curriculum, assessment tools, and performance measures.

**2009-2010      Art Director                      Boys & Girls Club                      East Palo Alto, CA**

Art Director for the Boys & Girls Club of the Peninsula, a national youth organization focused on developing the academic and life skills of at-risk youth within the communities of East Palo Alto, Redwood City and eastern Menlo Park. Oversaw the Art Department's curriculum development, community outreach, peer mentoring, and special events programs. Taught Fundamentals In Art and Intro to Visual Arts Collaborated with Community School South, a secondary high school for former Peninsula gang members. Taught Intro To Perspective, Figure Drawing, Drawing for Animation, Anatomy for Artists, and Color & Design to club members between the ages of 6-17 years of age. Designed department curriculum, and sequence for content and assessment.

Published Works

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**Books**

- 2015                      *Sanctuary Volume One: Fresh Meat (Paperback)*, SLG Publishing, Colorist
- 2014                      *Sanctuary Issues #8-9*, SLG Publishing, Colorist
- 2013                      *Sanctuary, Volume One: Fresh Meat (Hardcover)*, SLG Publishing, Colorist
- 2011 (digital)        *Sanctuary, Issues #1-7*, SLG Publishing, Colorist

**Mobile Games**

- 2013                      *Food Fling Blitz*, Mind Pirate, Inc.
- 2012                      *Haunted*, Fitposse Studios

Portfolio

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<http://monkeyboyillustrations.com>

Exhibitions

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**2020      Art of Dying Virtual, an online art exhibition**  
an online art exhibition to bring new idea to 'bring death to life' in a way that is beautiful, provocative, and accessible. June 1-30

**2019      California Republic Con – Artist Alley**

The biggest annual pop culture event in Merced County. filled with film and TV stars, artists, comic books, toys, games, everything science fiction, fantasy, and anime, as well as video games, music, live entertainment, food, and much more.  
Merced, CA September 12

**2019 Powerhouse Comic Con – Artist Alley**

Powerhouse Comic Con is a pop culture and comic convention in the East Bay featuring celebrity guests, artists, toy and comic book vendors, cosplay, and activities for the entire family. Alameda County Fairgrounds, *Pleasanton, CA July 21.*

**2018 Santa Clara Library Comic Con – Artist Alley**

The third annual Santa Clara Library Con of Bay Area artists, comic book shops, cosplayers, makers, and authors. A full day of panels and workshops from special guests, and activities like virtual reality gaming, anime showings, and hands-on crafts for all ages. Central Park Library, *Santa Clara, CA October 13-14.*

**2017 San Francisco Comic Con – Artist Alley**

San Francisco's largest true comic con. Features art exhibitors, a roster of comic industry professionals, and comicdom-related celebrities that cater to a wide-spectrum of interests including comic books, magazines, toys, games, Star Wars, Star Trek, anime, manga, cosplay, artwork, sketches and apparel. Moscone West, *San Francisco, CA September 1-3.*

**2016 Foothill and De Anza Art Faculty & Staff Show**

Bi-yearly exhibit showcasing the talent of the faculties from Foothill and De Anza colleges, emphasizing the diversity of art media and the closeness between both campuses. Sculpture, painting, mixed media, photography and ceramics. The Euphrat Museum of Art, *Cupertino, CA. October 25.*

**2015 Monterey Bay Artisans 12x12 Open Invitational**

The non-profit Regional Artisans Association open invitational exhibit and juried art competition. A month-long exhibit of all entries in the American Tin Cannery Shopping Center, *Pacific Grove, CA. December 5.*

Professional Tools

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Adobe Photoshop, Adobe Illustrator, Adobe Dreamweaver, Adobe After Effects, Corel Painter, Pixelogic Sculptris, Autodesk Maya, TVPaint Animation, Procreate, Wacom Intous tablet and CINTIQ, Mac OS

Conference Activity

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**2016 Autodesk, Inc. Design Now: Digital Conference**

Trends in 3D printing driven by disruption in the way we live, work, communicate, and produce & consume products, and how to keep up with accelerating technologies in design and engineering, *San Francisco, CA September 13*

**2015 Digital Media Educators Conference**

*Best practices in teaching digital media to the needs of the labor market, and Covering Career Pathways for*

*digital media occupations, entrepreneurship and jobs where digital skills combine with other skills for gainful employment, Valencia, CA, June 11-12*

**2014 Digital Media Educators Conference**

*Best practices in teaching digital media to the needs of the labor market, and Covering Career Pathways for digital media occupations, entrepreneurship and jobs where digital skills combine with other skills for gainful employment, Valencia, CA, June 11-12*

**2014 Bay Area Information and Communication Technologies (ICT) Marketplace**

*Convening of community colleges and industry stakeholders on how to better prepare students for Computer User and Computer Network Support employment, Newark, CA, April 11*

Academic Service

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Community & Communications Governance Committee, Faculty Tri-Chair, 2018-Present  
Academic Senate, Fine Arts & Communications Division Representative, Foothill College, 2014-2016, 2017-Present  
Course Development, Graphic & Interactive Design Department, Foothill College, 2014-Present  
Art Club – Art Café, Faculty Advisor, Foothill College, 2018-Present  
Surf Club, Faculty Advisor, Foothill College, 2017-Present  
Acting Dean of Fine Arts & Communications, Hiring Committee, 2018  
Supervisor CTE and Student Outreach Position Hiring Committee, 2018  
Self-Defense Club, Faculty Advisor, Foothill College, 2017-2018  
Photography Club, Faculty Advisor, Foothill College, 2016-17  
Course Development, Digital Media Department, Gavilan College, 2013-2015  
Digital Arts Media Department Liaison, Kaua'i Community College, 2011-2012  
Curricula Development Committee, Digital Arts Media Department, Kaua'i Community College, 2011-2012  
Logo Designer, Ho'ouluwehi - The Sustainable Living Institute of Kaua'i, Kaua'i Community College, 2011-2012  
Student Exhibitions Director, Fine Arts & Digital Arts Media Departments, Kaua'i Community College, 2011- 2012

Education

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**MFA Academy of Art University** (San Francisco, CA)

The School of Animation & Visual Effects  
Visual Development

**BA University of California, Santa Barbara** (Goleta, CA)

University of California, Santa Barbara  
Major – Art Studio, Minor – English

Certificates

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Adobe Certified Associate in Visual Communication Using Adobe Photoshop  
Adobe Certified Associate in Graphic Design & Illustration Using Adobe Illustrator

Community Outreach

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Faculty Advisor, Los Altos Hills Public Art Committee (Los Altos Hills, CA), 2017-Present  
Guest Speaker, Discovery Charter School 2 (San Jose, CA), 2017  
Faculty Advisor, Foothill College Veterans Mural (Los Altos, CA), 2017

Faculty Advisor & Volunteer, Los Altos Fall Festival (Los Altos, CA), 2017  
Volunteer, Ronald McDonald House at Stanford in collaboration with *Healthy Routes* (Palo Alto, CA), 2013-2015  
Guest Speaker, Know Knew Books bookstore Artist Talk Series (Palo Alto, CA), November 2012  
Mural Director, Anne Darling Elementary School (San Jose, CA), April 2010  
Art Director, Be A Kid for A Night (East Palo Alto, CA), May 2010  
Youth Sponsor, Boys & Girls Club Youth of the Year Awards (East Palo Alto, CA), June 2010  
Activities Coordinator, Global Youth Service Day (East Palo Alto, CA), May 2010  
Exhibition Director, Boys & Girls Club of the Peninsula, Winter Wonderland Art Exhibit & Spring Art Show (East Palo Alto, CA), 2010

## References

Sherrie Sinclair  
MFA Advisor  
Director Emeritus, School of Animation &  
Visual Effects  
Academy of Art University  
540 Powell St.  
San Francisco, CA 94108  
(415) 618-3681  
ssinclair@academyart.edu

Simon Pennington  
Associate Professor of Art History  
Dean, Fine Arts & Communication Division  
Foothill College  
12345 El Monte Rd.  
Los Altos Hills, California 94022  
(650) 949-7156  
penningtonsimon@fhda.edu

Joe Ragey  
Professor of Art, Emeritus  
Fine Arts & Communication Division  
Foothill College  
12345 El Monte Rd.  
Los Altos Hills, CA 94022  
(408) 390-8151  
ragey@fhda.edu

Robert Beede  
Associate Professor of Art, Emeritus  
Digital Media Department  
Gavilan College  
5055 Santa Teresa Blvd.  
Gilroy, CA 95020  
(831) 247-2427  
rbeede@gavilan.edu

Michael Fu  
Director of Engineering  
Roku  
12980 Saratoga Avenue  
Saratoga, CA 95070  
(650) 919-4009  
mfu@roku.com

## Teaching References

Mark Anderson  
Associate Professor of Music  
Fine Arts & Communication Division  
Foothill College  
12345 El Monte Rd.  
Los Altos Hills, California 94022  
(650) 949-7156  
andersonmark@foothillmusictech.com

Patrick Morris  
Professor of Mathematics  
Fine Arts & Communication Division  
Foothill College  
12345 El Monte Rd.  
Los Altos Hills, CA 94022  
(650) 949-7548  
morriskpatrick@fhda.edu

Robert Hartwell  
Music Professor  
Fine Arts & Communication Division  
Foothill College  
12345 El Monte Rd.  
Los Altos Hills, CA 94022  
(650) 949-7016  
hartwellrober@fhda.edu

Sherrean Carr  
Dean, Career Technical Education  
Gavilan College  
5055 Santa Teresa Blvd.  
Gilroy, CA 95020  
(408) 391-3707  
scarr@gavilan.edu

Norman Acupan  
Digital Arts Media Department  
Kaua'i Community College  
3-1901 Kaumuali'i Hwy  
Lihu'e, Hawai'i 96766  
(808) 635-7274  
acupan@hawaii.edu