

Curriculum Vitae

John Reid Perkins-Buzo

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Education

Master of Fine Arts (Radio-TV-Film), Northwestern University,
Evanston, Illinois, 2004.

Graduate Certificate in Art and Technology, Center for Art and Technology,
Northwestern University, Evanston, Illinois, 2002.

Master of Science in Applied Math/Computer Science
Oakland University, Rochester Hills, MI 1986.

**Teaching
Experience**

Southern Illinois University, Carbondale, Illinois 2014 to the present
Assistant Professor, Department of Radio, Television and Digital Media
Teach Game Design and Development (Unity, Unreal and Cry Engines), 2D and 3D
Animation (Maya, Motion Builder, Flash, After Effects, Creative Cloud).

Digital Worlds Institute, University of Florida, Gainesville, Florida, 2013-2014.
Visiting Assistant in Digital Arts and Sciences.
Taught Game Design (Unity, Unreal and Cry Engines), 2D and 3D Animation
(Maya, Motion Builder, ToonBoom Harmony, Flash) and Visualization Design.
Produced projects in the areas of games, 2D and 3D CGI & Visual Effects,
Motion Capture, and HD video.

Ohio University, Athens, Ohio, 2012 to 2013.
Visiting Assistant Professor - Media Arts and Studies.
Taught Mobile Gaming (Flash, Unity, iOS, Android), 2D Animation and Special Effects
(After Effects, Flash, Dragonframe), Digital Cinematography (stop motion
cinematography), and Digital Editing (Final Cut Pro X).

Messiah College, Grantham, Pennsylvania, 2006-2011.
Assistant Professor of Film and Digital Media.
Taught Animation and Special Effects (After Effects, Flash), Digital Editing
(AVID, Final Cut Pro), Color Grading (DaVinci Resolve), ProTools, HD video and
16mm film production, Screenwriting, Film Theory, Film History.

Academy of Art University, San Francisco, California, 2007 (summer seminar).
Adjunct Professor of Interactive Video Installation
Taught Theory and History of the Video Installation, and the construction of
Video Installation pieces, from concept to gallery.

Columbia College, Chicago, Illinois, 2002.
Adjunct Professor, Film, Television and Interactive Multimedia Departments.
Taught Digital and Optical Effects (After Effects, Combustion, Shake and Commotion),
DVD Authoring and Photoshop Workshop.

Northwestern University, Evanston, Illinois 1998-2002.
Adjunct Professor, Department of Radio-TV-Film and School of Continuing Studies.
Taught 2D and 3D Animation (Maya, Softimage, Flash, Lightwave, Vue Esprit, Director),
Multimedia Design, Web Design (HTML, Dreamweaver, ECMA/JavaScript), Media Literacy.

Loyola University, Chicago, Illinois 1997-1998.
Adjunct Professor, Department of Computer Science
Taught Object Oriented and Graphics Programming (OpenGL, C++, Java).

Games

droid wars: a 2D Unity game. Created in Unity 4.1.2

<https://play.google.com/store/apps/details?id=edu.ohioumdia4905.droidWars>

Code B: an iOS and Android mobile game. Created in Starling 1.3, Flash Builder 4.7

<https://play.google.com/store/apps/details?id=air.com.lumenmedia.CodeBAndroid>

Cave Dude Run: an iOS and Android mobile game. Created in Flash and FLEX.

<https://play.google.com/store/apps/details?id=air.com.lumenmedia.caveDudeRun>

Gallery Shows

Nomadic AR Cinema Works

Augmented and Virtual Reality animation and live-action video production.

2015 SIGGRAPH, VR Village Installation.

Los Angeles Conference Center, Los Angeles, CA. August 8-13, 2015.

The Hermeneutics of St. John, an interactive multimedia installation,

Biola University Art Gallery at Biola University in La Mirada, Calif., from Aug. 20 through Sept. 15, 2011.

Dadian Gallery at Wesley Theological Seminary in Washington, D.C. from Thursday, Jan. 22 to Wednesday, March 4, 2009.

Olson Gallery at Bethel University in St. Paul, Minnesota from April 2 through June 21, 2009.

Tohu Bohu, an interactive multimedia installation,

MOBIA, 1865 Broadway, New York, NY 10023. August-November 2005.

This show was reviewed on the front page of the *New York Times* Art Section.

The Portal, a collaborative interactive multimedia installation,

Block Museum of Art, Northwestern University, Evanston, Illinois. 2001.

Film Festivals

“The Tortilla Moon” Computer-animation. 7 minutes.

Written and directed by Reid Perkins-Buzo

21st Chicago Latino Film Festival, Chicago, Illinois, April 8-20, 2005.

International Digital Media and Arts Association, Orlando, FL, March 17, 2005.

8th International Latino Film Festival - San Francisco Bay Area. Nov 14, 2004.

“The Future of Search” Stereographic (3D) High-Definition Video. 13 minutes.

Written, directed, stereo cinematography and special effects by Reid Perkins-Buzo

University Film & Video Association Conference Festival, August 5th, 2011

Emerson College, Boston, Massachusetts.

“Quantum Memory.” Super-16mm sound film, 20 minutes.

Written and directed by Reid Perkins-Buzo

International Catholic Film Festival, May 21st-25th, 2002, Warsaw, Poland;

Irish Film Centre, June 28th, 2001, Dublin, Ireland.

Awards

Jury Award for Animated Short Film, 8th International Latino Film Festival, San Francisco Bay Area, 2004.

Fellowship at the Center for Interdisciplinary Research in the Arts and the Center for Art and Technology, Northwestern University. 2000-2001.

Teaching Assistantship (Radio-TV-Film), Northwestern University, Evanston, Illinois, 1998-2000.

Absolute eXcellence in Electronic Media (AXIEM) Award 2001 (Silver). Awarded for “The Sinsinawa Dominicans” CD-ROM. See <http://www.axiemawards.com/content/win01.html>

The 2001 Communicator Award of Distinction. Awarded for “The Sinsinawa Dominicans” CD-ROM.

Publications

- “A Deleuzian Approach to Game Design.” *International Digital and Media Arts Journal* (Spring 2014): 42-51.
- “DVD AND BLU-RAY GAMES: History, Design, Future,” *Encyclopedia of Video Games*. Edited by Mark Wolf, Santa Barbara, CA: Greenwood Press, 2013.
- “Cinema Spaces, Cinema Times: Deleuze, Realist Film Theory, and Semiotics,” *Proceedings of the Semiotic Society of America 2010*. Ontario: Legas Publishing.
- “Real Film: Realist Film Theory, Semiotics and the Documentary Film.” *Proceedings of the Semiotic Society of America 2006-2007*. Ontario: Legas Publishing, 2007.
- “Poised to Play: the Evolution of Games on DVD Releases.” *International Digital and Media Arts Journal* (March 2005): 30-36.

Conference Presentations

- 2015 Semiotic Society of America**, Pittsburgh, Pennsylvania, October 1-4, 2015.
Presented “3D Printing - Of Signs and Objects.”
- 2015 SIGGRAPH**, Los Angeles Conference Center. VR Village Presentation.
Los Angeles, CA. August 8-13, 2015.
Presented “Nomadic AR Cinema Works,” tools I developed for Augmented and Virtual Reality animation and live-action video production.
- 2014 International Digital Media Arts Association Conference**, Utah Valley University
Orem, Utah, November 5-7, 2014.
Presented “Doing 3D Printing: André Bazin and the Images of Things.”
- 2013 International Digital Media Arts Association Conference**, Laguna College of Art and Design,
Laguna Beach, California, November 6-8, 2013.
Presented “Deleuze Ex Machina: Choice, Chance and Game Narratives.”
- 2011 University Film & Video Association Conference**, Emerson College, Boston,
Massachusetts, August 3rd - 7th, 2011. Short Film Screened.
- 2010 Semiotic Society of America**, Louisville, Kentucky, October 21, 2010.
Presented “Cinema Spaces, Cinema Times: Deleuze, Realist Film Theory, and Semiotics.”
- 2008 University Film & Video Association Conference**, Colorado College, Colorado Springs,
Colorado, August 12th - 16th, 2008. Short Film Screened.
- 2007 Semiotic Society of America**, New Orleans, Louisiana, October 5, 2007.
Presented “Real Film: Realist Film Theory, Semiotics and the Documentary Film.”
- 2006 University Film & Video Association Conference**, Chapman University, Orange, California,
August 15, 2006. Presented “More than a Movie: Games on DVD Releases.”
- 2005 International Digital Media Arts Association Conference**, University of Central Florida,
Orlando, Florida, March 17, 2005. Presented a talk “Teaching with Games.”

Professional Production

- Leveling Up* 2D and 3D Animated sequences. Theatrical production at the Hippodrome State Theatre of Florida, Gainesville, Florida, February 19 - March 16, 2014.
http://issuu.com/thehipp/docs/leveling_up_playbill/11?e=1871108/6691234
- Deep Brain Stimulator Battery Estimator (DBSBE)*, an iOS and Android App for managing a variety of DBS devices by a health care professional.
Created for the University of Florida Center for Movement Disorders & Neurorestoration.
<https://itunes.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=589868010&mt=8>
<https://play.google.com/store/apps/details?id=air.com.lumenmedia.DBSBE>

The Providence Health Care System, an interactive DVD and CD-ROM promoting the mission of the Providence Health Care System in the San Fernando Valley, California.

The Sinsinawa Dominicans, a cross platform CD-ROM on the history and mission of the Sinsinawa Dominican Sisters. 1999.

Technical
Direction/
Consultant

Sacred Space: A Multimedia Interactive Gallery Installation
688 Sutter Street Art Gallery, San Francisco, June 1st-29th, 2008.

Home Electronic Visualization Lab at the University of Illinois (Chicago), 2000.
<http://www.evl.uic.edu/core.php?mod=4&type=1&indi=202>

Sleights
Finalist in the Independent Game Festival of the 1999 Game Developer's Conference.
web.archive.org/web/20090105235840/http://www.uima-art.org/secondnature/ferolo.html
<http://www.igf.com/1999finalistswinner.html>

Memberships,
Professional
Organizations

International Digital Media and Arts Association. c/o Center for Information and Communication Sciences Ball State University Ball Building, Room 221 Muncie, Indiana 47306

Association International du Film d'Animation. Hrvatskog proljesa 36, 41040 Zagreb, Croatia.

University Film and Video Association. University of Illinois Press, 1325 South Oak Street, Champaign, Illinois 61820