

EDUCATION & EXPERIENCE

Education

- 2005 MFA, University of Pennsylvania Stuart Weitzman School of Design
Philadelphia, Pennsylvania
Master of Fine Arts in Painting
- 2000 BFA, Massachusetts College of Art & Design
Boston, Massachusetts
Bachelor of Fine Arts in Painting
Graduation with Distinction

Teaching Experience

- 2021-present Associate Professor, 2D Animation Program
- 2015-2021 Assistant Professor, 2D Animation Program
Rochester Institute of Technology (RIT)
School of Film and Animation, College of Art and Design
Rochester, New York
- 2014-2015 Faculty, 2D Animation
School of Visual Arts (SVA)
BFA Animation
New York, New York
- 2014-2015 Visiting Instructor, 2D Animation
Pratt Institute
Digital Arts and Animation
Brooklyn, New York
- 2012-2014 Lecturer
University of Pennsylvania Stuart Weitzman School of Design
Undergraduate Fine Arts & Design
Philadelphia, Pennsylvania

Administrative Experience

2022 (Spring) Interim Program Director, Animation
Rochester Institute of Technology (RIT)
School of Film and Animation, College of Art and Design
Rochester, New York

Related Experience

- 2005-present Independent Animator
New York City/Rochester, New York
Independently responsible for every element of the production pipeline for 2D animated films including, design, direction, storyboarding, layout, animation, color, clean-up and compositing as well as writing lyrics for animated children's songs, I create short animations for companies such as Sesame Workshop, Nickelodeon, Titmouse, MTV, Comedy Central, and New York Foundation for the Arts.
- 2002-2014 Regional Artist/Muralist
Trader Joe's Corporation
Boston, Massachusetts/Brooklyn, New York
Part of a two-person team, I worked directly with regional vice-presidents and store managers to research, design and produce by hand interior murals for over fifty stores in the Eastern US, including all five flagship New York City locations.
- 2007 Artist Abroad Facilitator-Ecuador
MYX: Multicultural Youth eXchange
Philadelphia, Pennsylvania
Taught, in English and Spanish, mural production over the course of a two-week collaboration between American high school students and South American elementary school students.
- 2005 Program Director
Mystic Mural Program
Somerville, Massachusetts
Working directly with an environmental educator, instructed crew of Somerville teenagers in mural production with an emphasis on exploring the local environment.

TEACHING

COURSES TAUGHT

Rochester Institute of Technology

- 2022 **Weekend Pop-Up: Capstone Proposal** (co-created all content for this first-time course)
Spring. Third Year Students. Students preparing for Capstone participate in a series of workshops to brainstorm, develop, and construct their Capstone project proposals.
- 2016/
2022-present **Animation Writing and Visual Storytelling-SOFA 628**
Spring. First Year Graduate Students. Through a series of rigorous exercises, students hone the skills and techniques utilized in the animation pre-production pipeline including storyboarding and story development.
- 2016/2023 **Animation II: Mechanics-SOFA 604**
Spring. Second Year Graduate Students. Through multi-week assignments that build on skills gained in foundation animation courses, course allows students to fully grasp the production process involved in hand-drawn animation as well as a deeper understanding of character interaction, emotion and timing.
- 2017- present **Animation Scriptwriting and Storyboarding-SOFA 228**
Fall. Second Year Students. An exploration of story structure, visual composition and temporal organization in animated productions.
- 2016- present **Drawing for Animation-SOFA 108**
Spring. First Year Students. Working directly from a live model, and also employing visualization techniques, students develop figure-drawing skills along with gesture drawing, focusing on the correct representation of weight, energy and force in sequential poses.
- 2016-present **Animation Production Workshop II-SOFA 317**
Fall. Second Year Students. Animation student's second experience in producing an animated film individually or in collaboration with a classmate. Provides practice in all phases of single-frame film production.
- 2015-present **2D Animation I-SOFA 203** (previously Dynamics)
Fall. Second Year Students. Focusing on the principles and processes of hand-drawn, 2D digital animation, students develop a short animated scene, including audio/dialogue, that ultimately conveys an emotional performance through timing, staging, solid drawing and acting.
- 2017-2021 **Principles of Animation-SOFA 107**
Spring. First Year Students. Introduction to the concepts and mechanics of movement for animation, focused on, but not limited to, character based movement applied using hand-drawn methods.

2018 **Study Abroad Animation-SOFA 355**
BASE Camp Balkan Animated Storytelling Exploration
Fall. All Students. After participating in a summer travel experience to Kosovo and a fall studio class, students create visual travel journals which contribute to the production of an animated project during the fall semester.

2015 **Graduate Seminar-SOFA 610**
First Year Graduate Students. A forum to establish among a diverse student group a common vocabulary for discussing film language and structure, collaborative relationships and a sense of community while exploring issues related to the film making process.

2015 **Animation Pre-Production-SOFA 227**
First Year Students. Introduction to the storytelling pipeline including, writing, pitching, storyboarding, layout, character design, timing to audio, and creating animatics.

Capstone and Thesis

2015-present **Research and Thesis I/II-SOFA 790/890**
Weekly one-on-one meetings focused on the entire film making production pipeline for Thesis films and paper.

2015-2020 **Senior Capstone I/II-SOFA 406/407**
Weekly one-on-one meetings focused on the entire film making production pipeline for capstone films.

2015-present **Thesis Committees**
Meeting a minimum of once a semester, thesis committee members convene to discuss the progress of the MFA Thesis film and advise the progress as necessary.

Courses Created

2022 **Self-Reflection: Sketch and Stretch (Ani-motion)-WHWS 19**
Open to All Undergraduate Students. Encourages students to be aware of their body's role in movement as they participate in a variety of physical activities and reflect through drawing in their individual sketchbooks.

2018 **Delayed Film Completion-SOFA 011**
Provides access for third year students to extended time to complete Workshop Films.

2018 **Study Abroad Animation-SOFA 355**
Open to All Undergraduate Students. An opportunity to study cultural, social and/or environmental issues based on location. Students work individually or as a collaborative team through the concept, planning, design and building of an animated film project.

School of Visual Arts

- 2015-2017 **Pre-College Program: Animation-ANP 0201**
High School Students. Two-week portion of the summer program acting an introduction to Animation principles and production concepts as well as opportunity for students to create their own short films.
- 2015 **TVPaint Animation-AND 2259**
Open to all students. While completing a series of traditional animation exercises, students will gain proficiency in the 2D digital animation software TVPaint.
- 2015 **Animation Workshop II-AND 2015**
Second Year Students. Students continue to be immersed in the animation production pipeline covered in Animation Workshop I, completing animation on their short film.
- 2014 **Animation Workshop I-AND 2010**
Second Year Students. Immersion in the basic animation principles and the animation production pipeline. Along with in-class skill building exercises, students are responsible for conceptualizing, designing, story-boarding and animating a short film.
- 2014 -2015 **TVPaint Animation-ANC 2259**
Continuing Education. Introduction to the 2D bitmap-based program TVPaint taking students through a series of skill-specific exercises incorporating basic animation principles.

Pratt

- 2015 **Storyboarding and Storytelling-DDA 514**
Open to All Students. This course targets all areas of pre-production and focuses on the fundamental skills of design for film and animation beginning with basic conceptual scripting and storyboarding techniques.
- 2014 **Animation II-DDA 384**
Third Year Students. Students are required to create individual short films in a technique of their own. They also learn to work on a group assignment and handle responsibility of producer, director, and/or animator.

University of Pennsylvania School of Design

- 2012-2014 **Hand-Drawn 2D Digital Animation-FNAR 241/541**
Open to All Students. Through careful study of natural movements, precedents in the history of animation, and a series of hand-drawn animation projects, students develop strategies for representing naturalistic movement and storytelling.
- 2012 **Mixed Media Animation -FNAR 289/401**(co-taught with Erinn Hagerty)
Open to All Students. Students use digital SLR cameras, scanners and digital compositing software to produce works in hand-drawn animation, puppet and clay animation, sand animation, and multi-plane collage animation.

2012 **Computer Animation -FNAR 267** (co-taught with Erinn Hagerty)
Open to All Students. Through a series of studio projects this course introduces techniques of 2D and 3D computer animation. Emphasis is placed on time-based storytelling.

SCHOLARSHIP

Grants

2023 ASIFA-Hollywood Animation Educators Forum Faculty Grant
ASIFA-Hollywood, Burbank, California
re(TIRED)-2D animated film in production

RIT Faculty Education and Development (FEAD) Grant
Co-PI with Assistant Professor Peter Pincus
Rochester Institute of Technology, Rochester, New York
Reimagining Josiah Wedgwood's Portland Vase

2022 RIT College of Art and Design Dean's Office
Rochester Institute of Technology, Rochester, New York
Charles Price Virtual Reality (part of *Clarissa Uprooted*)

2019 RIT Provost Learning Innovation Grant (PLIG)
Rochester Institute of Technology, Rochester, New York
SOFA Slow-Mo: Movement Research Through Active Learning

2019 ADVANCE: Connect Grant
Rochester Institute of Technology, Rochester, New York
Developing Spatialized & Volumetric Audio in VR Storytelling

2018 RIT Faculty Education and Development (FEAD) Grant
Rochester Institute of Technology, Rochester, New York
3D Character Design: Swing

2017 RIT Faculty Education and Development (FEAD) Grant
Rochester Institute of Technology, Rochester, New York
Exploratory Trip to Kosovo

2016 RIT Faculty Education and Development (FEAD) Grant
Rochester Institute of Technology, Rochester, New York
Labor of Love: Mutoscope

2016 ADVANCE: Connect Grant (recommended for funding)
Rochester Institute of Technology, Rochester, New York
Animated Poetry Project

2012 NYFA Gregory Millard Fellowship
New York Foundation for the Arts, Brooklyn, New York
Film/Video

2007 Urban Artist Initiative/New York City Fellowship
Asian American Arts Alliance, Brooklyn, New York

Grant Applications

2020 Epic Mega Grant (unfunded)
Cary, North Carolina

2018 Creative Capital (unfunded)
New York, New York

2018 ASIFA Animation Educators Forum Grant (unfunded)
Los Angeles, California

2017 Buffalo Creative Arts Initiative (unfunded)
Buffalo, New York

Awards and Honors

2023 Eisenhart Award for Outstanding Teaching
Rochester Institute of Technology

Frank J. Romano Endowed Prize for Publishing Entrepreneurship
Rochester Institute of Technology
Charles Price Virtual Reality

2020 Austin Indie Fest
Austin, Texas
VR/360 Award

Satisfied Eye International Film Festival
Surrey, UK
Best VR Film

Demetera International Film Festival
Paris, France
Best VR Short

Open World Animation Festival
Allentown, Pennsylvania
Immersive Award (VR)

University Film & Video Association (UFVA) 2020 Conference
3rd Place New Media Award

- 2015 LoopdeLoop RITUAL
New York, New York
New York Winner

- 2011 Animation Block Party
Brooklyn, New York
Audience Award

- 2010 Aniboom Sesame Street Contest
New York, New York
Finalist

- 2003-2005 University of Pennsylvania Stuart Weitzman School of Design
Philadelphia, Pennsylvania
Audrey Robinson Award, 2005
Alumni Association Award, 2004
Stuart Egnal Scholarship Award, 2004
Chair's Merit Scholarship, 2003-2005

- 2006 Winnipeg Mural Festival
Winnipeg, Manitoba
Finalist

- 2000 Massachusetts College of Art & Design
Boston, Massachusetts
Lawrence Kupferman Memorial Award, 2000
Travel Scholarship: Printmaking in China, 2000

Residencies

- 2018 The 3rd Annual ILSSA Group Residency
North Mountain, Hedgesville, West Virginia

Selected Independent Films

- 2022 *Family Camp Anijam IV*
Animated one segment and composited others for collaborative animation

- 2020 *Swing*
Six-minute Virtual Reality film incorporating 2D and 3D animation techniques

- 2019 *Labor of Love (Mutoscope)*
Sculptural animation

- 2016 *Every Single Inch of Ground*
Two-minute pixilation animation

Tired Tongues
One-minute animated poem

Family Camp Anijam III
Animated two segments of collaborative animation

2012 *Bullets for Breakfast*
Three-minute, hand-drawn 2D animation

2011 *Craft*
Five and a half-minute hand-drawn 2D animation

Selected Independent Video Games

2025 *Pinch A Loaf*
Multi-platform digital game
Animator

2024 *Shoot Before You Poop*
Single-player, Arcade style 2D Platformer
Animator

Selected Commissioned Films

2020-2023 Cartuna/Nickelodeon
Brooklyn, NY
SpongeBob 360: Krusty Krab (over 45 million views)
Director, Animator, Background Painter
Unreleased Spongebob Project (as of August 2023)
Director, Background Painter
Unreleased Spongebob Reimagined Project (as of August 2023)
Animator

2020 Anibar Animation Festival
Peja, Kosovo
Anibar Trailer: *Humans*
One-minute, hand-drawn 2D animated film

2012-2019/
2022 New York Foundation for the Arts
Brooklyn, New York
New Home, New Year 2022
NYFA Annual Appeal, 2019
May the Spirit of the Season Move You (Zoetrope), 2018
Light-filled New Year (Light-painting), 2017
Transformative New Year (Time-lapse), 2016
Hope Your Holidays are Sweet (Stop-motion), 2015

Let It Snow, 2014
Warm Wishes (Phenakistoscope), 2013
Make the Season Bright, 2012

Peer Reviewed Festivals/Conferences

- 2023 Animation Block Party 20th Anniversary Screening
BAM Cinemas, Brooklyn, New York
- 2021 IMAGINE Film Festival
Amsterdam, Netherlands
- IEEEVR Conference
Lisbon, Portugal (online)
- 2020 SIGGRAPH Asia
Daegu, South Korea
Asian American International Film Festival
New York, New York (festival moved online)
- Austin Indie Fest
Austin, Texas
- VASTLAB Experimental Film Festival
Los Angeles, California (festival moved online)
- Geneva International Film Festival
Geneva, Switzerland (festival moved online)
- LUSCA Caribbean International Fantastic Film Festival
San Juan, Puerto Rico (festival moved online)
- Red Rock Film Festival
Springdale, Utah
- FIVARS Festival of International Virtual and Augmented Reality Stories
Mississauga, Ontario (festival moved online)
- Aesthetica Film Festival
York, United Kingdom (festival moved online)
- SATISFIED EYE International Film Festival
Surrey, United Kingdom (festival moved online)
- Montreal International Animation Festival (Animaze)
Montreal, Quebec, Canada (festival moved online)

Bolton Film Festival
Bolton, United Kingdom (festival moved online)

Bucheon International Fantastic Film Festival (BIFAN)
Bucheon/Seoul, South Korea (festival moved online)
Open World Animation Festival
Allentown, Pennsylvania (festival moved online)

University Film & Video Association (UFVA) New Media Exhibition
(conference moved online)

Cybershorts: A VR Film Festival (online)
Las Vegas, Nevada

Demetera International Film Festival
Paris, France (festival moved online)

2017 Frankly Film Festival
Piqua, Ohio

2016 Borderless: In Perspective
Lite-Haus Galerie, Berlin, Germany

Borderless: In Time
Museum Van Loon, Amsterdam, Netherlands

2015 Animation Block Party
BAM Cinemas, Brooklyn, New York

Animation Block Party Sesame Slam: A Retrospective on Sesame Street Animations
BAM Cinemas, Brooklyn, New York

2014 Northwest Animation Festival
Portland, Oregon

Animix International Animation
Comics, Caricature Festival, Israel

2013 Annecy International Animation Festival
Annecy, France

2013 Melbourne International Animation
Melbourne, Australia

Australian International Animation Festival
Wagga Wagga, New South Wales, Australia

Talking Transition- NYFA New Video Compilation
New York, New York

2012 Philadelphia Film & Animation Festival
Philadelphia, Pennsylvania
Animation Block Party
Brooklyn, New York
Glomation-Parer Place Project at the Creative Industries Precinct
Queensland University of Technology Brisbane, Australia

2011 Philadelphia Film & Animation Festival
Philadelphia, Pennsylvania

Animation Block Party
BAM Cinemas, Brooklyn, New York
Northside Festival: Animation Block Party Short Films
Brooklyn, New York

2010 Animation Block Party
BAM Cinemas, Brooklyn, New York

Rooftop Film Summer Series
Brooklyn, New York

2007 Philadelphia Film Festival
Philadelphia, Pennsylvania

2005 SPEMA Conference Video Festival
Fairfax, Virginia

Exhibitions

2023 Disegno-in-Motion, Peer Reviewed Group Show
Marymount Manhattan College, New York New York

2022 Clarissa Uprooted (Chuck Price VR)
RIT City Art Space, Rochester, New York

2019 ILSSA: Frameworks, Group Show
Unrequited Leisure, Nashville, Tennessee, September

Tin Ceilings and Other Specifics, Peer Reviewed Group Show
The Magenta Suite, Exeter, New Hampshire, June

ILSSA, Group Show
Cummings Arts Center Galleries, Connecticut College, New London, Connecticut, February

- 2018 ILSSA, Group Show
Cecile R. Hunt Gallery, Webster University, St. Louis Missouri, November
- Made on the Mountain: A North Mountain Residency Retrospective
Phaze II Gallery, Shepherd University, Shepherdstown, West Virginia, September
- 2016 Decensortized: A Safe Space, Peer Reviewed Group Show
Westbeth Gallery, New York, New York
- 2015 Cartuna's Art Basel Animation Showcase
Miami, Florida
- 2010 7 Body Language Mistakes by Kira Blazek
Dixon Place, New York, New York
- 2009 Wild Things, Peer Reviewed Group Show
AnnMarie Garden & Sculpture Park, Dowell, Maryland
- 2008 Action.Stop.Action, Group Show Juried by Joshua Mosley
Vox Populi, Philadelphia, Pennsylvania
- Penn Alumni Show
Louis K. Meisel Gallery, New York, New York
- 2007 Jersey City Museum Screening, Curated by Delmira Valladares
Jersey City, New Jersey
- 2006 Proof, Curated by Colette Copeland
Vox Populi, Philadelphia, Pennsylvania

Invited Presentations

- 2025 "2D in 360: Using an Equirectangular Grid for SpongeBob 360"
Keynote Speaker
Taipei International Conference on Animation and New Media, Taipei, Taiwan. April 25.
- 2022 "2D in 360: Using an Equirectangular Grid for SpongeBob 360"
Workshop, Presenter
University Film & Video Association Conference, Fredonia, New York. July 27.
- 2020 "That's Unreal!: Filmmaking in VR"
Masterclass, Presenter
Anibar Animation Festival, Peja, Kosovo. August 21.
- 2019 "Line of Action: Two-Dimensional Animation in a Three-Dimensional Space"
Hybridity and Mixed Media in Animation, Panelist
University Film & Video Association Conference, Minneapolis, Minnesota. July 31.

“The Animated Line in VR”
2D Animation in VR Workshop, Presenter
Anibar Animation Festival, Peja, Kosovo. July 15-21.

2015 Sesame Slam: A Retrospective on Sesame Street Animations
Animation Block Party, Panelist
Brooklyn Academy of Music (BAM) Brooklyn, New York. August 2.

Artist Talks

2021 mari jaye blanchard: Recent Work
CUNY Borough of Manhattan Community College, New York, New York. April 17.

mari jaye blanchard: Storyboarding
Marymount Manhattan College, New York, New York, April 26.

2020 “Making the Switch from Traditional Animator to VR”
IEEE VR Birds of a Feather Program (conference moved online)
Atlanta, Georgia. March 25.

2018 mari jaye blanchard: Recent Work (online)
Professional Practices for Animators (Instructor: Erinn Hagerty)
Maryland Institute College of Art (MICA), Baltimore, Maryland. November 14.

2017 mari jaye blanchard: Recent Work
Art Talk Series, SUNY Geneseo, Geneseo, New York. October 23.

2013 Collaborative phenakistoscope workshop
Visual Communication (Instructor: Bobby Genalo)
Pratt, Brooklyn, New York

Visiting Critic

2021 Graduate critique (Instructor: Associate Professor Dustin London)
Eastern Michigan University, Ypsilanti, Michigan, April 20.

Campus Presentations

2020 Frameless Fast Forward, Rochester Institute of Technology, Presenter
Rochester, New York, February 26.

2018 FRAM Applied Critical Thinking: Critical Thinking in Motion, Presenter
Rochester Institute of Technology, Rochester, New York. October 25.

2017 “Looking Forward by Looking Back,” 20/20 Research in Focus Colloquium: Perception,
Panelist, Rochester Institute of Technology, Rochester, New York. March 22.

Print Media

- 2012 "What I Wore Today", Spruce, 2011: Gemma Corell, 2012. Illustration on p.60.
2007 "Winter of our Discontent", Stan Hochman, Philadelphia Daily News, January 17.
2005 "School's Clout", Roberta Fallon, Philadelphia Weekly, Friday, May 18.
"A Tribute to an Art Lover", Edward J. Sozanski, Philadelphia Inquirer, Friday May 27.
"First Friday Focus", Lori Hill, City Paper, May 5-11.
2003 GQ magazine "Destination: Boston" (Photograph of mural included in article), July.

Website Publications

- 2019 Patrick Vincent, "ILSSA: Creative Practice Call and Response", Number.inc. September.
Anibar. "Towards the Future with VR Animation". July 20.
2012 Animation Magazine online interview. "Animation Block Party Spotlight on Mari Jaye Blanchard" Casey Safron, posted by Thomas J. McLean. April 3.
2010 Tim Donnelly "How Do you Get To Sesame Street? Practice, Practice, Practice" Inverted Soapbox, May 4.
2002 Lindsey E. McCormack, Contributing Writer Harvard Crimson "New Kids on the Block". April 19.

SERVICE

Institute Committees

- 2026 Eisenhart Nomination Committee
2020-2026 University Writing Committee
2021 Race & Ethnicity Action Plan: Day of Understanding, Solidarity, and Racial Reconciliation Planning Committee

College Committees

- 2022 CAD Tenure Committee
CAD Style Team (Facility Updates to Booth and Gannett)
2020-2022 CAD Diversity, Equity, Inclusivity and Justice Committee, Subcommittee Co-Leader
2015-2018 CAD (formerly CIAS) Awards Committee (Co-Chair with Professor Don Arday in 2018)
2018 CAD FRAM Committee
2017, 2018 CAD (formerly CIAS) Retreat Planning Committee (organized by Interim Dean Robin Cass)

School Committees

- 2026 Search Committee, SPAS McGhee Endowed Lecturer
2024 Search Committee (Chair), SOFA Tenure Track Experimental Animation Professor
2023 Search Committee, SOFA Tenure Track Stop-Motion Animation Professor

2022 Search Committee, SPAS Tenure Track Fine Art Photo Professor
2020 School of Film and Animation Captioning Committee
Search Committee, SOFA School Director
2018/20/21 CILECT Review Committee-Animation (Chair 2020)
2018 Search Committee, SOFA Tenure Track Animation Professor
2017 MFA Portfolio Review Committee
2016 Search Committee, SOFA Lecturer Animation

Professional Committees

2016-2019 Advisory Committee, (NYFA) New York Foundation for the Arts (three year term)

Service to University

2023 CTL Faculty Fellow in the Arts

Service to College

2022-present Panelist, MAGIC Makers Selection Review Panel

2021 Content Creator, Frameless Labs Marketing Committee

2019 Workshop Facilitator, Introduction to Animation
Art Libraries Society of North America (ARLIS/NA) Upstate New York Chapter

Panelist, MAGIC Big Game Project Pitch (“That Damn Goat” selection committee)

Workshop Facilitator, *Brick by Brick* Diversity & Inclusion Trustees Workshop lead by Tina Chapman with President Munson

Faculty Advisor, NarRITives Project: “Adel Henen” Animated Documentary

Faculty Advisor, Summer Magic Makers Program: “Just the Little Things” & “Distance of a Light Year”

Service to School of Film and Animation

2023-present Co-Organizer, Artist Call Meeting-Game Developers and Artists

2022-2024 Organizer/Event Facilitator, Artist Call Meeting-Composers and Filmmakers

2018-present Reviewer, National Portfolio Day (Chicago, New York City, Rochester)

2018-2023 Reviewer, Slideroom Undergraduate Portfolios

2015-2020 Workshop Lecturer, TVPaint FVASA Semester Workshop

- 2015-2020 Co-Founder/Content Manager, Social Media Team
Started the School of Film & Animation Instagram account and maintain its presence
- 2020 Presenter, School of Film and Animation Open Houses
- 2015-2020 Designer, School of Film and Animation marketing materials
- 2015-2019 Curator, High Falls Film Festival, Women of SOFA Program
- 2015-2019 Faculty Assistant to Assistant Professor Mark Reisch
SOFA Anijam 24-Hour Animation Production
- 2017, 2018 Facilitator & Organizer, SOFA New York City Trip
- 2017 Storyboard Artist, “Next Generation Cinema: How You See It-Projection and Display in Cinema,” Future of Cinema conference, National Association of Broadcasters (NAB), Las Vegas, Nevada

Service to Profession

- 2022 Grand Jury Member (in-person) International Competition with Andrijana Ružić, Olga Bobrowska, Stefan Stratil, and Steven Woloshen, Anibar Animation Festival, Peja, Kosovo
- 2014-2018 Juror (online), Northwest Animation Festival, Portland, Oregon
- 2017 Designer, Light & Sound Interactive Conference, Rochester, New York
- 2012-2013 Juror, SVA Dusty Awards, School of Visual Arts, New York, New York
- 2009 Grant Panelist , Asian American Arts Alliance/Urban Artist Initiative, New York, New York
- 2008 Grant Panelist, New York Foundation for the Arts, New York, New York

Community Outreach

- 2023-present Co-Leader, Adaptive Climbing Group-Rochester Chapter, Rochester, New York
- 2022 Facilitator, Chuck Price VR Film Production
Teen Empowerment, Rochester, New York
- 2021 Workshop Leader, Clarissa Street Uprooted Summer Project
Teen Empowerment, Rochester, New York
- 2020 Facilitator, “Representation Matters” panel, “Brave Spaces: Rochester’s Summit to End Hate,” Levine Center, Rochester, New York
- 2019 Liaison, City Hall and RIT, “What’s Good Rochester” multimedia program
Rochester, New York
- Muralist, Hipocampo Bookstore, Rochester, New York

2016-2020 Workshop Leader, Rochester Prep High School, Rochester, New York

2015-2019 Volunteer, Center For Youth, Rochester, New York

Professional Development

2026 CTL Summer Institute, Rochester, NY
Attendee and Presenter: "Feedback on Feedback: Students on What Works Best for Them"

2024 CTL Summer Institute & AI Symposium, Rochester, NY
Attendee and Presenter: "Leveling the Playing Field: Creating Inclusive Learning Spaces"

2020 Provost's ASL Summer Two-Week Intensive
Breaking Bread (Office of Diversity & Inclusion) Semester Workshop

2019 AdvanceRIT Advocates & Allies Workshop