

Ezra Cove

94 Mason Terrace #2 Brookline, MA 02446; 617-713-0628; ezra@ezracove.com

Professional Experience

March 2010 to February 2011

Modeler, Torn Banner Studios, remote location

- Created 3D game models and textures for *Chivalry: Medieval Warfare*, an independently-developed PC game
- Worked with game designers, technical and concept artists to produce game-ready art assets

July 2009 to December 2009

Sabbatical, Production Art, Turbine, Westwood, MA

- Spent teaching sabbatical assisting Creative Studio with art tasks
- Created degrades, level-of-detail models of existing assets for *Lord of the Rings Online*
- Working with designer and art director, designed, modeled, and textured an original suite of models for an unannounced title

July 2010 to Present

Program Director, Game Art and Animation, Mount Ida College, School of Design, Newton, MA

- Hired and managed adjunct instructors
- Created complete new Bachelor's program, including 19 new courses now in the college catalog
- Created and maintained a promotional/informational website for prospective and present students
- Conducted game art presentations at area high schools

August 2005 to Present

Program Director, Computer Animation, Mount Ida College, School of Design, Newton, MA

- Hired and managed adjunct instructors
- Created six new courses now in the catalog: Internship, Dynamics, Character Setup and Animation, Texturing, Special Topics, and Digital Video
- Budgeted for program-specific equipment
- Assisted in securing a grant to fund a "render farm", a cluster of computers dedicated to 3D rendering
- Researched, ordered, assembled, configured, and maintained a render farm, including networking, installation of operating systems and rendering and render management applications

- Worked with administration and staff on issues including curriculum, technology, security, and enrollment
- Implemented the College's first laptop-required program, researching and specifying hardware and software for all Computer Animation majors

September 2003 to May 2005

Instructor, Massachusetts College of Art and Design, Boston, MA

- Designed and taught beginning and intermediate 3D computer animation classes

September 2000 to Present

Assistant/Associate Professor of Graphic Design, Computer Animation, and Game Art and Animation, Mount Ida College, School of Design, Newton, MA

- Developed all curriculum and specified equipment/resources for a new program in Computer Animation
- Created content for courses in animation, illustration, print and web design
- Taught beginning and advanced courses in 3D computer animation, vector graphics/animation, image editing, and web design
- Participated in multiple college-wide committees
- Served on multiple search committees for both faculty and staff positions
- Contributed to two accreditation reports, including co-chairing one NEASC Standard
- Served as faculty advisor to an average 30 students each year
- Participated in various recruiting events for the College
- Assisted students in obtaining internships in the field

May 2000 to September 2001

Freelance Animator, TeraMedia, Needham, MA

- Produced animations for *Hooked: Illegal Drugs & How They Got That Way* and *The Trans-Siberian Railroad*, two documentaries which aired on The History Channel

April 1999 to October 1999

Freelance Animator, Kids Rule Productions, Waltham, MA

- Created 3D graphics and special effects for the feature film "Space Baby and Mental Man"

May 1996 to July 1996

Ink and Paint Artist, Magnet Pictures, New York, NY

- Worked as a colorist for animated opening credits of *The Rosie O'Donnell Show* using Linker Systems' Animation Stand

Computer Skills

Software: Maya, 3ds Max, ZBrush, Mudbox, UVLayout, 3D Coat, Photoshop, Illustrator, Blender

Hardware: Thorough knowledge of PC components, assembly, and maintenance

Education

M.F.A. Electronic Visualization, Mississippi State University, 1998

B.A. Studio Art, Bard College, 1992

Exhibitions

- 2009 Mount Ida College Gallery, Newton, MA "Behind the Game" - curator
- 2008 Mount Ida College Gallery, Newton, MA "Faculty Exhibition" – group exhibition
- 2007 Mount Ida College Gallery, Newton, MA "Faculty Exhibition" – group exhibition
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- 2005 Integrated Media Environments, Boston, MA – group exhibition
- 2005 University of Otago Art Gallery, Dunedin, New Zealand "Graphite 2005, International Conference on Computer Graphics and Interactive Techniques" – group exhibition
- 2005 Mount Ida College Gallery, Newton, MA "Faculty Exhibition" – group exhibition
- 2005 City Gallery, New Haven, CT "Pixel Pops" – group exhibition
- 2005 Armenian Center for Contemporary Experimental Art, Yerevan, Armenia "Art in the Age of New Technologies, Media Art Festival" – group exhibition
- 2005 Axiom Gallery, Allston, MA "Mass Media" – group exhibition
- 2004 Mount Ida College Gallery, Newton, MA "Recent Sequences" – solo exhibition
- 2003 Mount Ida College Gallery, Newton, MA "Faculty Exhibition" – group exhibition

Professional Organizations

International Game Developers Association