

Karl Koehle

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EDUCATION

University of Wisconsin – Stout, Menomonie, WI 2018-present

MFA in Design candidate – Animation, Games & Interactive Art - est graduate 2023

Grand Valley State University, Allendale, MI, 2001

Bachelor of Science in Communications - Film & Video Production - Animation, Minor Studio Art

Grand Rapids Community College, Grand Rapids, MI, 1998

Associate of Art - Multimedia

Allegan County Area Technical Center, 1995

Technical Certificate - Drafting & CAD

TEACHING EXPERIENCE

Lecturer, UW-Stout, Game Design & Development, Fall 2016 – present

- **GDD450/451 – 3D Game Design & Development - Senior Capstone**
Directing teams consisting Computer Science and BFA Art students in the game design program to produce a custom 3D video game over the course of one academic year. Games Produced include:
 - 2023 - “Cosmonaut Cleaners,” “AIGG,” “Divining Rods,” “Skulls & Scrolls” *in progress*
 - 2021 - “Dawn of the Falkonir”, Asymmetric Co-op game. Student launch on Steam store
 - 2021 - “Inconvenience Store” multiplayer cooperative party game
 - 2019 - “*Farbenspiel*” uses the color powers of four cat spirits to solve puzzles and return color to the world.
 - 2019 “*Wisper*” - Play as the wind to interact with objects and inhabitants of the island of Sunshore. Submitted to the student category for “Games for Change” competition.
 - 2018 “*Small Hours*” is a kid-friendly stealth-horror game where the child navigates a labyrinthine city to retrieve their lost cat while avoiding a monster.
 - 2018 “*Umbrella Mondays*” guides a child, who protects adorable fire spirits with her umbrella, solving puzzles which unlock clues to the significance of the green rain. “*Umbrella Mondays*” was chosen by the university to be submitted to the national E3 College Game Challenge, and was presented at Meaningful Games conference in Lansing, MI 2018
- **DES372 - 3D Modeling & Animation**
Teaching skills necessary to be proficient in 3D: Modeling, texturing, rigging, IK, deformations, lighting, animation, rendering, technical troubleshooting and best practices in 3D using Maya.
- **GDD325 - 2D Game Design & Development**
Directing interdisciplinary teams of Computer Science and BFA Art students in creating 2D video games. Collaboration with the Children's Museum in Madison, WI to create interactive experiences targeted to your youth and adult visitors. Game prototypes for T-Rex Cookie Company. JavaScript, Phaser, Node.js, VS code. Unity. Collaboration with Husky Game Dev organization from Michigan Tech University.
- **DES225 – Pixel & Vector Art**
Creating video game art within the size, space and limited palette constraints common with early gaming consoles. Isometric pixel art and orthographic vector assets are formatted into sprite sheets and imported into the Unity game engine where C# scripting is applied to provide basic player

interactivity.

- DES200 - Design Concepts & Problems
Exploring approaches to creative problem solving using varying projects and materials, emphasizing iterative work and process documentation.
- DES220 - 2D Digital Image Making
Developing foundations of computer graphics creation and applying design principles through Adobe software Photoshop, Illustrator, and InDesign.
- DES390 - Professional Practices in Design
Preparing self-promotional materials and business strategies

Adjunct Faculty, McNally Smith College of Music, St. Paul, MN, 2015-2016

- MUS151/REC108 – Introduction to Multimedia Technology
introduced digital tools: Photoshop, Final Cut Pro, After Effects.

Head Alpine Coach, The G Team, Bloomington, MN, 2005-2013

- Alpine Snowboard Racing coach and mentor for athletes ages 7-18, setting courses and providing individual training plans, travel to national and international competitions, gear allocation and fitting, working with manufacturers in Colorado and Switzerland to design custom snowboards.

HIGHLIGHTS OF PAST INDUSTRY WORK EXPERIENCE

Modeler, Permasteelisa North America, Inver Grove, MN, 2014-2015

Procedural modeling for curtainwall design for “Riverpointe” building at 444 W Lake St, Chicago, IL using Autodesk Inventor & proprietary BIM (Building Information Modeling) tools.

Owner, Highline Digital Graphics, LLC, Apple Valley, MN, 2012-present

Projects completed for a variety of clients including those in the oil & gas sector, legal exhibits, marketing for manufactured products, animated corporate invitations, local theater/stage visual effects, and graphics/presentations to help secure grant funding.

Digital Artist, Litigation Insights, Eagan, MN, 2001-2012

Created 3D models and produced animated demonstrative exhibits used in litigation.

Most of my production career was focused in the legal field creating 3D animated exhibits, interactive timelines, video presentations, and still graphics for use in trial.

Major practice areas included: patent infringement, product liability, medical malpractice, and both vehicular and non-vehicular accident reconstruction.

Working at a small studio required my involvement in all aspects of production, from concept to delivery and my knowledge in navigating production issues, creative problem solving, and using a variety of graphics tools to create these custom exhibits.

3D Artist in Residence, Grand Rapids Community Media Center / GRTV, 2001

Creating station identification animations, and helping others learn to use the software (Lightwave 3D)

TECHNICAL SKILLS

3D Modeling & Animation:	Maya, Lightwave 3D, Substance Painter
Graphics Creation & Layout:	Photoshop, Illustrator, InDesign, PowerPoint, Aseprite, Tiled
Game Design	Unity Game Engine
Video Compositing:	After Effects
Video Editing:	Premiere Pro, Avid Media Composer, Final Cut Pro
Video Encoding & Authoring:	Media Encoder
Video Capture:	Canon GL2, Canon 70D SLR
Other:	Canvas LMS, OBS, Word, Excel, Office, Mac & PC

Programming:

Learning - Processing, JavaScript, C#, Python

PUBLICATIONS

- 2022 Quoted in "Professors at Play Playbook"
- 2021 Art submission to "[Pixel Art Tower](#)" community project
- 2020 Recording of Archival Song "I want to be in Menomonie" - for Dunn County Historical Society
- 2017 Animated Short Film - "[Walking](#)" for the AIMMIA, "Art-Inspired Music, Music-Inspired Art" project - collaboration with Caroline Agbonlahor
- 2016 "Who's the New Kid??" - Acrylic on reclaimed skateboard, metal - Kicker Board Sports Art Show,
- 2015 Short Film - "[Brewhouse Massacre](#)" - 48hr film project - (VFX & Acting)
- 2007 Online Tutorial - "Using 3D Z-depth values and RLA output for compositing"

GAMES

- 2022 Game - Global Game Jam - "[Super Swing-On](#)" - 1/22
- 2022 Game - "Pengolo" 12/21
- 2021 Game - Global Game Jam - "Skull Finder"
- 2019 Game - Global Game Jam - "OVERCRISPED" - for NES
- 2018 Game - Global Game Jam - "Entropee Space Druids" - VR Co-Op game
- 2016 Game - Global Game Jam - "Joe VS Volcano"
- 2015 Game - Mid-Wed Game Jam - "Coconut Journey"
- 2015 Game - Global Game Jam - "Burden"

PRESENTATIONS/WORKSHOPS/SHOWS/SCREENINGS

- 2022 Speaker - M+Dev, Madison. "Creating Game Art and Collaborations before and after Covid."
- 2022 Panel Speaker - "Interdisciplinary project-driven learning in game design and development." CCSC (Consortium for Computing Sciences in Colleges) - (Pending)
- 2021 Panel Speaker - GVSU Coffee Talk "Games Industry" - March
- 2022 Michigan Tech Husky Game Dev - "Game Art" - February
- 2021 PLAYfest Workshop - "Creating Pixel Art" - 1/2021, 8/2020
- 2020 Panel Speaker - GVSU Alumni Spotlight "Working in Games." - August
- 2019 Speaker - Ludopalooza "Arnstein's Ladder of Citizen Participation." - November
- 2019 Speaker - WI State Science Olympiad - "Collections, Connections, & Collaborations" - 03/19
- 2019 IGDA-TC - Student Design Project - Pixel Art Campus Map
- 2018 *Plain Sight* - Group show - Design Seminar prompt for Belwin Conservancy - November
- 2018 "Self-Guided Learning" - Presentation for UW-Stout *Ludapalooza* event
- 2018 Two Day-long workshops on Game Design" & "Animation" for visiting Japanese students
- 2018 IGDA-TC presentation of UW-Stout Senior Games - April
- 2018 Digital Compositing Workshop for UW-Stout SIGGRAPH student organization - March
- 2017. Music Video - Of the Orchard, "[The Last Train](#)" - animated/rotoscoped effects.
- 2017 Screening - "Walking" Short film entry at the MET - Minnesota Electronic Theater - December
- 2017 Post-mortem presentation of short film "Walking" to UW-Stout SIGGRAPH - October
- 2016 Panelist - "Game Jam Basics" - Gamer's Rhapsody Conference - November

RESEARCH INTERESTS

How interactive art can be used through discovery and play to create novel, humorous and joyful experiences that engage, surprise, and delight the viewer. Delightful Design.

RESEARCH IN PROGRESS

Coursework for Masters of Fine Arts in Design, continuing training to extend proficiency and improve current course load including: Game design, Principles and Methods of Design, Maya, Game Engines, and Computer Programming.

TEACHING INTERESTS

3D modeling & animation, game art, graphics foundations and supporting students in advanced independent research topics. Pixel Art. Supporting students with unique, engaging and challenging design problems, and production skills.

TEACHING COLLABORATIONS

- 2020 DES225 - Cross-class collaboration for "World Fair" themed pixel art collage
- 2020 DES225 - (Pending) Pixel & Vector Art with MUSIC350 Digital Sound Studio -Designing for Games
- 2019 GDD325 - 2D Game Design - T-Rex Cookie Company
- 2018 GDD325 - 2D Game Design - Madison Children's Museum
- 2018 DES 225 - Cross-class collaboration - creating UW-Stout Campus Map in isometric pixel art

RELATED SERVICE

- 2023 (Pending) Travel Assistant - DES-321 - Digital Imagery Studio - Japan 1/2023
- 2022 Travel Assistant - BUMGT-380 - Entrepreneurship, Innovation & Games - Malmö, Sweden, 5/2022
- 2020 Jury Member - Entrepreneurial Capstone presentations - 5/2018, 12/2020
- 2019 UW-Stout GDC Experience - Faculty Travel Assistant, GDC, 2018, 2019
- 2018 Advisement to UW-Stout Entrepreneurship board, 2018
- 2019 Advisor for student organization – UW-Stout SIGGRAPH, 2017 – 2019
- 2017 Hiring Committee Member – Time-based media faculty position
- 2016 Design Week – Art Portfolio Review
- 2015 Advisor for Game Design & Development Students - Ongoing
- 2015 Mid-Program Review, pre-BFA selection - Ongoing

Mentor for Student Honors Contracts:

- 2022 Elise Howard - Concept Art for Games
- 2022 Jordan Grider - Vector character design & Animation
- 2022 Madline Huc -Advanced 3D Modeling & Texturing
- 2022 Rachel Bagley - Pixel Art Character Animation
- 2021 Joseph Ceranski - 3D Character design and clothing with Marvelous Designer
- 2021 Alex Hallee - Creating custom models and levels for Super Mario Sunshine
- 2020 Chloe Meyer & Jesselyn Lonneman - Researching game production pipeline using free tools.
- 2020 Gail Machalek - RPG Game - Art and Process
- 2019 Hannah Baker - Creative Design Processes for Interactive Art - Electronics
- 2019 Alex Zabrowski - Developing hardware interface and process for playing UW-Stout made games.
- 2019 Mary Flaherty - Game Engine Experience
- 2018 April Lewer - High to Low modeling workflow & 3D Rigging
- 2018 Kayla Techmeier - Concept Game Bible
- 2017 Maddie Christensen - modeling 3D 360 experience

PROFESSIONAL DEVELOPMENT

Courses & Certificates:

- 2022 SoloLearn - Python Programming
- 2022 MIT LCL -Learning Creative Learning - 6-week online course 4/22
- 2021 Certificate of Completion - Unity VR for Educators
- 2019 SoloLearn - JavaScript Programming

Workshops Attended:

- 2022 Inclusive Teaching - Hogan & Sathy - UW-River Falls, 9/2022
- 2018 DISC – Communication styles workshop, 4/2018
- 2106 Glitch Game Immersion Program, 2016
- 2017 Nakatani Learning Center – 1st year faculty program, 2016-2017

Conferences:

- 2022 Nordic Games Conference - Malmö, Sweden - 5/2022
- 2020 ASIFA Central - Animation Retreat - Summer 2020
- 2019 HEVGA Summer School - Skövde, Sweden - 8/2019
- 2019 EYEO Festival, 6/2018, 6/2019
- 2018 Minnebar – Minnesota Tech Conference, Richfield, MN, 4/2018
- 2019 GDC – Game Developers Conference, San Francisco, CA, 3/2018, 3/2019
- 2020 M+DEV – Game Development Conference, Madison, WI, 10/2017, 2018, 2020
- 2017 GlitchCon - Minneapolis, MN, 2016,2017
- 2001 SIGGRAPH Student Volunteer - National Conferences; New Orleans 2000, Los Angeles 2001
- 2000 Ottawa International Animation Festival, Ottawa, Canada 2000
- 2000 ASIFA Animation retreat, Starved Rock, IL 2000

PROFESSIONAL ORGANIZATIONS & SPECIAL INTEREST GROUPS

- Member IGDA – International Game Developers Association
- IGDA-TC, International Game Developers Association - Twin Cities
- Nice Moves - Twin Cities Motion Graphics
- WGA - Wisconsin Games Alliance - Educational Summit - 2018
- Glitch Gaming Community - Minnesota
- MNVR-HCI, Minnesota Virtual Reality - Human Computer Interface
- Lightwave User Group - 2003-2014
- Twin Cities Maya User Group - 2011