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Jackie Cummings

CURRICULUM VITAE

EMAIL

cummingsja@uwstout.edu

PHONE

(218)407-0235

WEB

jackiecummingsart.com
jackieacummings.artstation.com

ADDRESS

1317 Main St E,
Menomonie WI, 54751

CONTENTS

- 01** Table of Contents
- 02** Education
- 03** Teaching Statement
- 03** Teaching & Related Experience
- 05** Publications
- 05** Skills

EDUCATION

M.F.A. in Design | Graduated May 2022

University of Wisconsin Stout, Menomonie, WI

- Emphasis: Illustration, Teaching and Management
- Notable Independent Study courses:
 - Producing and Teaching for Game Design & Development
 - Graphic Novel Production
- Thesis focused on interactive story telling, design research and illustration

Professional Development Certificate in Design for Sustainability | May 2021

University of Wisconsin Stout, Menomonie, WI

- Relevant Coursework:
 - *Traveling Trading Post*: Skill & Recycled Goods Community Barter Event
 - *Indigenous History Hunt*: Museum Interactive Table Exhibit Concept

B.F.A. in Game Design | Graduated May 2019

University of Wisconsin Stout, Menomonie, WI

- Graduated Cum Laude with a G.P.A. over 3.6
- Emphasis: 2D Conceptual and Asset Art
- Minored in Art History
- Project Experience:
 - *Unproven*: Senior Capstone, roles included: Character Concept Design Artist and UX artist
 - *coping_device*: Senior Capstone, roles included: Style Director, UX Artist, Set Dresser, 2D Generalist
 - *Coffee Cram!*: Card game, roles included: Project Manager and Lead Character Artist
 - *Quested*: 2D computer game, roles included: Art Director, Character Artist, Sprite Animator and Environmental Artist

TEACHING STATEMENT

I believe that while teaching undergraduate students, I am not just teaching them course content, but their process of learning new skills. I do this by asking students questions about their thought processes, keeping a running dialogue with them, and offering solutions for pain points they may encounter in learning that are specific to their needs. My experience as a student and Graduate Assistant showed me how students react to a variety of teaching styles, and led me to understand a student's comfort level in simply talking to an instructor is a major deciding factor in a student's success. As such I strive to be approachable, clear and equitable in my interactions with my students while also pushing them to move outside of their skill-levels to encourage their growth as professionals.

TEACHING & RELATED EXPERIENCE

August 2022 - Present

University of Wisconsin Stout, Menomonie WI

Lecturer | Design Foundations

- Taught the following courses:
 - 2D Digital Imaging
 - Pixel and Vector Art
 - Intro to Game Design
 - Intro to Digital Narrative
 - Graduate Design Studio

June 2024

Private Client, Menomonie WI

Freelance Illustrator | Card Art

- Graphic Design and Illustrations for client's art-forward prototyped card game

May 2022

Forward Service Corporation, Menomonie, WI

Workshop Facilitator | Game Design

- Taught a workshop for High School students on board game design

September 2021 - May 2022

University of Wisconsin Stout, Menomonie, WI

Graduate Assistant | Digital Imaging Lab & Classroom Support

- Held virtual tutoring hours weekly for students
- Assisted in classrooms by appointment

January 2021 - May 2021

University of Wisconsin Stout, Menomonie, WI

Life Drawing | Student Help

- Assisting in teaching and offered tutored in Life Drawing courses

TEACHING & RELATED EXPERIENCE CONTINUED

September 2020 - May 2021

University of Wisconsin Stout, Menomonie, WI

Graduate Assistant | Game Design Lab & Classroom Support

- Taught and tutored remotely for Game Design courses
- Provided classroom support for Senior Capstone courses via project critique and lessons

September 2019 - May 2020

University of Wisconsin Stout, Menomonie, WI

Graduate Assistant | Entertainment Design Lab & Classroom Support

- Taught and tutored in Comics and Digital Narrative courses
- Received positive feedback from students

November 2016 - May 2020

University of Wisconsin Stout, Menomonie, WI

Involvement Center | Student Help Intermediate

- Planned and facilitated educational events such as Social Justice Coffee Hours, Trivia Nights, and Pop-ups
- Designed and conceptualized activities for students centered on diversity and inclusion

PUBLICATIONS

Cummings, J. (2022, September 2). *Playing With Heartbreak: Research & Development for a Game About Breaking Up*. MINDS@UW. <http://digital.library.wisc.edu/1793/83553>

Cummings, J. (2019, March 22). *The Face of the Game*. Coping Device. <https://vanhill96.wixsite.com/solveforhats/post/the-face-of-the-game>

Cummings, J. (2020, December 15). *User Experience Solutions for Local Bar & Eatery*. Medium. <https://jackie-15740.medium.com/user-experience-solutions-for-local-bar-eatery-7c7a52e43b14>

Jacquelyn Cummings, Jessica Kromrie, Jackson Yang, Darcy Hannen, Lei Feng, Terri Stan, Wendy Jedlicka. (2020, May). *Post COVID-19 Green Recovery*. Research Gate. https://www.researchgate.net/profile/Wendy-Jedlicka/publication/352173227_Title_Post_COVID-19_Green_Recovery/links/60bd34b7a6fdcc22eae3d255/Title-Post-COVID-19-Green-Recovery.pdf

SKILLS

Design Software

- Adobe Creative Cloud Suite with Expertise in:
 - Adobe Photoshop
 - Adobe Illustrator
 - Adobe InDesign
- Clip Studio Paint
- Storyboarder
- Affinity Publisher

Game Development Software

- Unity
- Tiled
- Maya
- Ren'py

Office Software

- Microsoft Office
- Google Suite

REFERENCES

Amy Fichter, MFA, MA

Professor, School of Art & Design
University of Wisconsin–Stout
715-232-5335 | fichtera@uwstout.edu

Seth Berrier, PhD, MS

Associate Professor, College of Science, Technology, Engineering,
Mathematics and Management
University of Wisconsin–Stout
715-232-1654 | berriers@uwstout.edu

Shannon Brady, MFA

Lecturer, School of Art & Design
University of Wisconsin–Stout
715-232-3469 | bradysha@uwstout.edu