

Ezra Cove

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Professional Experience

June 2015 to Present

Freelance Game Artist, Remote and in-house

- Created models and textures for games on a contract basis
- Developers include Druid Gameworks, Turbine/WB Games

August 2014 to Present

Associate Professor, Becker College, Game Design, Worcester, MA

- Taught courses in various facets of 3D graphics to Game students
- Worked with task group to revamp four-year undergraduate curriculum in Game Development
- Developed three new courses covering game art specializations
- Served on College-wide Academic Affairs Committee
- Participated in multiple recruiting events
- Researched and specified software and hardware for student lab space

January 2014 to May 2014

Adjunct Faculty, Becker College, Game Design, Worcester, MA

- Taught courses in 3D modeling and effects for games

May 2012 to April 2014

3D Artist, Turbine/WB Games, Needham, MA

- Created real-time models and textures for Lord of the Rings Online, Dungeons and Dragons Online, and Infinite Crisis
- Worked with art director, technical artists, and engineers to develop the look/graphics for an unannounced project
- Worked with game designers, technical and concept artists to produce game-ready art assets

March 2010 to May 2012

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 2010 to August 2012

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

- Hired and managed adjunct instructors
- Budgeted for program-specific equipment and software
- Created complete new Bachelor's program, including 19 new courses now in the college catalog
- Worked with School Director, Registrar, and Faculty to schedule courses and manage use of academic spaces
- Created and maintained a promotional/informational website for prospective and present students
- Conducted game art presentations at area high schools
- Worked with manager of administrative information systems to incorporate game art curriculum into MIWeb, the college's new student information system

October 2009 to Present

Consultant, Educational Assessment, remote location

- Contracted to provide analysis from both a game industry and academic perspective of credentials of game artist and designer job candidates
- Analyzed international candidates' college transcripts to provide curriculum, course, and degree equivalents in the U.S.
- Determined academic game degree competencies and equivalencies based on candidates' professional experience

August 2005 to August 2012

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
- Worked with Career Services and area businesses to place students in internships

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 August 2012

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, utilizing two generations of student information systems
- Participated in various recruiting events for the College
- Assisted students in obtaining internships in the field
- Completed 5-month sabbatical at large game developer, learning cutting-edge techniques and workflow for large, 3D MMO development

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, Xnormal, 3D-Coat, Unity 3D, Unreal, Photoshop, Illustrator, Premiere Pro, After Effects, Blender, Perforce, Hansoft, Microsoft Office, Substance Painter

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

Video Games (released)

Chivalry: Medieval Warfare

The Lord of the Rings Online – Riders of Rohan and Siege of Minas Tirith expansions

Dungeons and Dragons Online – Shadowfell Conspiracy expansion

Infinite Crisis

Exhibitions

- 2009 Mount Ida College Gallery, Newton, MA "Behind the Game" - curator
 - 2008 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
- International Game Developers Association