

# Preparing Students to Take the Next Step

School to Work Transition (Demo Reels and Beyond)

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## ABSTRACT

Panelists from various industry sub-segments involved with computer graphics and interactive techniques discuss preparation students must have to get initial access and employment in industry. Individual representatives talk both generally, and specifically (as examples) about their own companies. What entry-level applicants should have (and not have) on résumés, portfolios, and demo reels will be discussed and shown.

Industry segments represented include game development/design, animation, special/visual effects, and production for motion pictures. Discussion includes preparation, training, and attributes students need to enter the workforce. Examining both short- and long-term needs, the panelists take a step back and look at trends and changes that have taken place and may take place.

Questions considered include how schools can help students transition to industry, and what students can do on their own to be pro-active in obtaining requisite credentials. Getting noticed is a subject for discussion as well as what students should do/include and not do/include in demo reels and résumés as a way to help educators help students.

## CCS CONCEPTS

• **Applied computing** → **Education**.

## KEYWORDS

Education, Demo Reels, Entry-level Employment

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## 1 PANELISTS

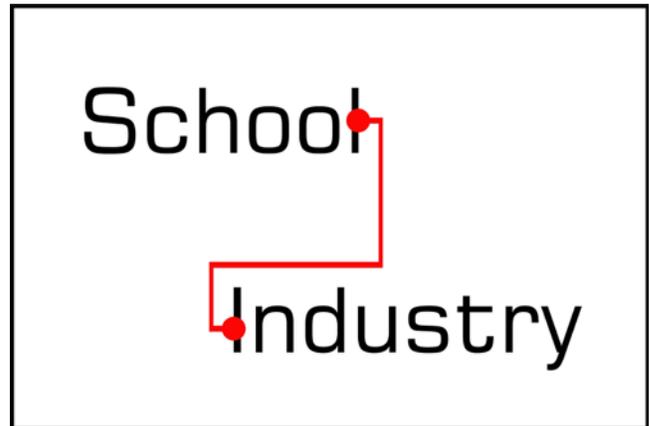
Glenn Goldman (moderator) is an architect, planner, and educator. He is a Professor of Architecture and the Founding Director of the School of Art + Design at the New Jersey Institute of Technology in Newark, NJ. He has received awards for teaching, research, and creative works and is a Fellow in the American Institute of Architects. Goldman earned his M. Arch. degree from Harvard following his receipt of the Bachelor of Arts degree from Columbia. His professional experience includes work for Skidmore, Owings and Merrill in Boston; Charles Herbert & Associates in Des Moines; Moshe Safdie Architects in Jerusalem; and Jung/Brannen Associates in Boston. He is author of *Architectural Graphics: Traditional and Digital Communication* (Prentice Hall, 1997), and is also the author or co-author of more than fifty papers published and/or presented at conferences and/or magazines and journals. A long-time member of the SIGGRAPH Education Committee, he was Education Liaison for SIGGRAPH 2013 and Courses Chair in 2015.

Jimmy Ockey has more than 15 years of experience in the Animation and VFX industry, working at a number of major Canadian studios. As Recruitment Supervisor, he helped facilitate the rapid growth of Animal Logic's second studio in Vancouver in 2015. Overseeing a small team of recruiters, Ockey was involved in hiring crew for *The LEGO Ninjago Movie*, *The LEGO Movie Sequel: The Second Part* and now, *Super Pets*. Prior to this, he worked as a VFX Recruiter at Image Engine for more than 7 years, building teams for Neil Blomkamp's *District 9*, *Jurassic World* and *Game of Thrones*. Jimmy Ockey began his career as an animator at Vancouver's Mainframe Entertainment, working on episodic animation projects. With a passion to share his knowledge, he has held a variety of teaching roles within the field of animation and is currently teaching evening classes at Vancouver Film School where he helps students prepare for their transition through career prep classes.

Javier Romero has been working in animation and VFX since 1999 in Madrid and London as VFX supervisor. His background is architecture although early he felt the need for more formal computer graphics education. In 2004 he received Distinction in the MSC Computer Animation in Bournemouth, UK. In Spain, while working for Ilion in animated movies, he developed the Masters in VFX for U-tad, the first Spanish university to host a 4-year degree

in computer animation, amongst other disciplines. In one year, his students work in feature-length movies, animation and VFX, VR, computer games, media, etc. world-wide.

Sylvie Tehbelian is a Senior Talent Acquisition Manager at The Focus Montreal; hiring for Technicolor's award-winning VFX studios including MPC Film, Mill Film, Mr.X and Mikros Animation Montreal. Having worked in recruitment for over 9 years, Sylvie has specialised in finding talent in the areas of Animation, Software and Technology. Before joining The Focus last year, she worked for MPC Film as a Global Talent Acquisition Manager. She earned a Bachelor's degree in finance from Université de Montréal.



**Figure 1: The panel discusses the bi-lateral relationship between the academy and industry as it affects students' abilities to move from one to the other, and the preparation and planning required to facilitate such movement.**

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