

Student Opportunities; Industry Scholarship, Internship and Apprenticeship

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This panel is gathered together to offer different perspectives surrounding student opportunities in the computer graphics industry. The discussion will explore issues concerning; scholarship, internship, and apprenticeship.

Panel members will discuss: program design and implementation in the visual effects for feature films and the gaming community, what it's like to be an intern, as well as university networking and industry program participation.

Bios

Kathleen O'Reilly has managed the Education Department at Rhythm and Hues Studios for 6+ years. She is directly involved with curriculum design, development and delivery. Kathleen works with a great team dedicated to people sharing their knowledge and expertise.

Barbara McCullough is Rhythm & Hues Studios' Manager of Recruitment and has been at post for a little over three years. A veteran of the film industry, she has worked at top digital animation and efx studios including, Pacific Data Images, Digital Domain, Dreamworks Feature Animation and Rhythm and Hues as Digital Production Manager and Digital Operations Manager.

Her education includes a Bachelor of Arts degree in Mass Communications and Master of Fine Arts in Theater Arts with a film and television concentration from the University of California, Los Angeles (UCLA).

Early in her career she worked at Praxis Film Works as production coordinator on "THE DAY AFTER" and roto operator on "TRON". Ms. McCullough also worked in public television as promo producer and post-production coordinator at Los Angeles' local Public Television station, KCET. Her first exposure to live-action and digital animation integration was on "CAPTAIN POWER", an

action television series, where she managed the Miniatures Department.

The breath of her experience has provided her with insight and understanding of the skills and challenges required by our industry. Her efforts have grown the outreach of Rhythm & Hues' recruitment department and facilitated the identification and hiring of exciting new talent.

Ms. McCullough is deeply interested in assisting students aspiring to transition to the professional world.

Amos Marvel is a six year Professional of Human Resources (PHR) certified Human Resources Generalist at Insomniac Games- creators of the Spiro the Dragon and Ratchet and Clank video game franchises. Although he has enjoyed various specialized human resources roles as a Training and Development Manager and Employee Relations Representative for companies like The Walt Disney Company and The Home Depot, his passion lies in being a jack of all trades in HR generalist roles with small to mid-size companies. At Insomniac Games (the 3rd Best Small Company to Work for In America as rated by the Great Places to Work Institute), Amos is responsible for all of the recruitment efforts including the management of the design, development and implementation of the company's internship programs.

Yancy Young graduated from Barton County Community College, located near Great Bend, Kansas. with an Associates of Arts Degree in 2002. Yancy went on to study at Kansas State University and majored in Visual Communications with an emphasis in Illustration. He graduated in 2005 with a Bachelor of Fine Arts Degree. Yancy applied to Insomniac Games for their three month summer internship program in the Summer of 2005 and two months into my internship, he was offered a full-time position as an Associate Environment Artist.

For the past 13+ years, Phyllis Schaen has been the Director of Career Services at Ringling School of Art & Design in Sarasota, Florida. In her role, she and her assistant director are responsible for helping with the career preparation of 1000 undergraduate students at this four-year college for visual artists. She has seen some incredible talent heading into the entertainment field and some huge changes in the technology, primarily in the field of computer animation. Firms like Electronic Arts, Rhythm and Hues, DreamWorks, Sony Pictures Imageworks, Pixar Animation, ILM, Disney, Activision, Midway Games, Turner Broadcasting and many more have been coming to the Ringling School campus to review the students' work, interview and recruit seniors for a variety of art-related career opportunities.