

CURRICULUM VITAE

MARK CHRISTENSEN VAN LANGEVELD

CONTACT

Mark van Langeveld
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EDUCATION

- 2009 Ph.D. in Computing: Graphics and Visualization
 University of Utah
 Research: Entertainment Arts and Engineering Education
- 2005 Master of Science in Engineering: Computer Graphics and Game Technology
 University of Pennsylvania-School of Engineering and Applied Science
- 1999 Master of Business Administration
 Northwestern University—Kellogg Graduate School of Business
 Management with focus in marketing/strategy for product planning
- 1990 Master of Arts—Design
 University of California Los Angeles
 Emphasis: Digital Product and Computer Graphics Design
- 1985 Bachelor of Science
 Brigham Young University
 University Studies: Design Engineering Technology (Computer Graphics for Engineering),
 Design, and Business

FELLOWSHIP

ABCS Fellowship, Department of Mathematics—ACCESS Science, University of Pennsylvania,
2003-2005

CERTIFICATES

- 1996 SoftImage 3D Animation II
National Animation and Design Centre—Montreal, Canada
- 1996 Flame Compositing System
Discreet Logic Education Centre—Montreal, Canada
- 1995 SoftImage 3D Animation I
National Animation and Design Centre—Montreal, Canada
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EMPLOYMENT

ACADEMIC

University of Utah

School of Computing

Founding Director/Faculty Member Jan 2009 to Present
Entertainment Arts and Engineering Master Game Studio program

Founding Faculty Member Jan 2007 to Present
Entertainment Arts and Engineering Undergraduate program

Assistant Professor and Teaching Associate August 2007 to Present
Entertainment Arts and Engineering Courses

Founding Director, Jan. 2007 to Present
Entertainment Arts and Engineering Summer Program

Jilan Animation Institute

Changchun, China

Visiting Professor August 2012 to August 2017 (tandem with University of Utah)

Laguna College of Art and Design

Game Art Department

Associate Professor August 2011 to December 2011 (tandem with University of Utah)
Included curriculum research tied to Southern California Schools and Companies on
Game Employee Performing Outliers

Advisory Board Member 2012 to Present
Game Art Department

Advisory Board Member 2012 to Present

Immersive Game Design National Educational Program
Arts with Young Audiences, Inc.

Teachers Games Camp, June 2012
Teaching and Curriculum for HS Teachers to learn Game Development.
Teaching Grant from the National Endowment of the Arts with Young Audiences, Inc.

University of Pennsylvania

School of Engineering and Applied Science
Department of Computer Science
Graduate and Undergraduate Lecturer-Computer Graphics and Game Technologies, 2005-2006

Summer Academy for Applied Science and Technology
Computer Graphics Program Instructor, Summer 2004 to present

School of Arts and Sciences
Department of Mathematics/SEAS—ACCESS Science
Graduate Fellow/ABCS Instructor, 2003-2005

San Francisco Academy of Art

Computer Graphics Department
Graduate Advisor, 92/93
Instructor 91/92
Interactive multi-media-UI Design
Media Graphics

University of California Los Angeles

Department of Design
Technical Teaching Assistant for Media Lab 88-90
Teaching Associate/Instructor, 88-90
Photography, Computer Graphics, Industrial
Design and Interactive Multi-Media

Del Amo Art Gallery, Rolling Hills, CA

Private Art School and Gallery
Teacher, 74-78
Painting and Illustration to gifted children

INDUSTRY

LongField Studios Highland/Alpine, UT—May 01 to Present

Principal Designer—Wedding Album Design and Production

- www.longfieldstudios.com

Principal Modeler—3D Computer Graphics Production

- Game and Architectural Models

Product Consultant

- New product proposals for Game Development Companies
- New product development for furniture/fine art manufacturer
- World Trade Center Proposal—Top 100 (out of 47,000+)
- Interactive training products for African Aids Prevention

Razorfish, Inc.—Cambridge, MA—Sept 00 to May 01

Director of Business and New Product Development

eServices Product/Services Consulting Firm

- Directed local new corporate image campaign
- Managed Business Development and PR Departments
- Consulted for new product development team

Micorsoft Corporation—Redmond, WA—Oct 94 to Sept 00

Sr. Product Planner—MS Games Studio and

Internal Merger/Acquisition Game Company Specialist

SLC Game Group, Entertainment Business R&D Unit, June 99 to Sept 00

- Internal Merger Advisor of Access Game Company into MS SLC
- Planned and Initiated Products for Links and Amped Series
- Negotiated, Drafted and Executed over 150 Intellectual Properties Contracts for game products

Technical Art Director/Designer--Games

Sports Product Game Unit, Entertainment R&D Bus. Unit, Jan 98 to May 99

- Art/design-side technical direction for outsource
- Video Design and Direction for Sports Games
- Art Direction on Sports Titles

MSN Creative Business Manager

Online Project Designer—Games

MSN Internet Creative Team, Interactive Media Grp., Jul 96 to Jan 98

- Managed MS Business for 300 employees
- Redesigned MSN's most popular game product: "Scrawl "
- Redesigned MSN interface for High-Bandwidth Version

Sr. Interactive Design Director and

Digital Video/3D Artist

Blender Interactive Television Research Production Facility—MS Research, Oct 94 to

Jul 96

- SoftImage and Flame art production
- Prototype development and production
- Designed, Directed and Composited several TV based shorts
- Technical direction on several game production content processes
- Technical Director on Vine Street I-TV Production

Starwave Corporation—Bellevue, WA—Mar 93 to Oct 94

Sr. Design Director

CD-ROM Interactive Movie and Music R&D Group, Dec 93 to Oct 94

Broadband I-TV Sports R&D Group, Mar 93 to Dec 93

- Designed and Directed Interactive Music Products for Sting and Peter Gabriel
- Design and Directed Prototypes for I-TV products that evolved into NBA.com and ESPN.com
- Designed Clint Eastwood product prototype

Philips Corporation—Los Angeles/Sausalito, CA—Sept 90 to Feb 93

Creative Director

Philips Interactive Media of Am.-Fathom Pictures, May 91 to Feb 93

Product Designer

Philips Interactive Media of America-CD-I Systems, Sept 90 to May 91

Coburn, Blazok and Associates—Windham, NH—Sept 86 to July 88

Special Effects Production Management

Digital Design and Photography Group, Sept 87 to Jul 88

Art Director/Producer

Digital Design and Print Group, Sept 86 to Sept 87

RESEARCH/SCHOLARSHIP

RESEARCH GIFTS

- Principal Investigator, Games for Vision Patients, Philadelphia Retina Endowment Fund, \$24,000 (approx.) 2013
- Principal Investigator, Games for Mind Improvement, Pardue, \$6,000 (approx.) 2013
- Principal Investigator, Biology Graphing Techniques for IOS, Webster, \$11,000 (approx.) 2012-13
- Principal Investigator, Green Screen Approach for IOS, Webster, \$11,000 (approx.) 2011
- Principal Investigator, 3D Print Model Automation, SandBoxer, \$11,000 (approx.) 2011

PUBLICATIONS AND TALKS

IEEE IGIC 2012, The Fourth International Games Innovation Conference: When the Game Industry and Academia Collide: What we Learn from Each Other, Craig Caldwell, Robert Kessler, Roger Altizer, Mark van Langeveld, Rochester, NY, September 2012

IEEE Computer Graphics and Applications, A Practical Workflow for Making Anatomical Atlases for Biological Research, Yong Wan, Alice Kelsey Lewis, Mary Colasanto, Mark van Langeveld, Gabrielle Kardon and Charles Hansen, *IEEE Computer Graphics and Applications*, Volume 32, Issue 5, pp. 70-80, 2012.

Marriott Library Lecture Series: Where Technology Meets Art, Leonardo was Right: Reuniting Arts and Technology, January 2012

iACGF 2012: Blending of Art and Technology: The Design and Production Processes used on Projects at the University of Utah's Entertainment Arts and Engineering Master's Program, Chaungchun, China, September 2012

Digital Visualization Tools Improve Teaching 3D Modeling, van Langeveld, Kessler, R., ACM SIGCSE 2010

Educational Impact of Digital Visualization and Auditing Tools On a Digital Character Production Course, van Langeveld, M., Kessler, R., ACM Foundations for Digital Games 2009

Entertainment Arts and Engineering (or How to Fast Track a New Interdisciplinary Program), Kessler, R., van Langeveld, M., Altizer, R. ACM SIGCSE 2009

Two in the Middle: Digital Character Production and Machinima Courses, van Langeveld, M., Kessler, R., ACM SIGCSE, 2009

Chicken Crossing—ACM SIGGRAPH Video Review, Andrew Glassner, Mark van Langeveld, Tom McClure, Scott Benza, Microsoft, 1996

DISSERTATION

Educational Impact of Digital Visualization On a Digital Character Production Computer Science Courses, van Langeveld, M., University of Utah, 2009

AWARDS

Engineering Deans List of Top Teachers, University of Utah, 2011
Engineering Deans List of Top Teachers, University of Utah, 2010
Excellence in Speaking Award, SaskInteractive, 2009
Engineering Deans List of Top Teachers, University of Utah, 2009
Engineering Deans List of Top Teachers, University of Utah, 2008
Engineering Deans List of Top Teachers, University of Utah, 2007
ACCESS Science Graduate Fellow, University of Pennsylvania, 2003-5
Most Played Game, MSN 1997
Product Publishing Award, MSN, Microsoft, 1997
Best Game CD-I, Phillips, 1992
Best Game CD-I, Phillips, 1990
NCGA—Excellence in Speaking Award, 1989
Saturday High Scholarships, Art Center and Design of Pasadena, 1974-77

RESEARCH AND PUBLISHED PROJECTS

Math-A-Facture, Game for Mind Improvement, 2013
Type-A-Lloon, Game for Mind Improvement, 2013

PT, IOS BioTech App, (in progress), 2013
SandBoxr, 3D print modeler, 2012
Silhouette for IOS (in progress), 2012
Student Game Projects, University of Utah, 2011/2012
Student Game Projects, University of Utah, 2010/2011
Motion Capture Dance Presentation, Leonardo SLC, 2011
Human Reference Model (HRM), 2008
VizTrails MAYA Interactive Tutorials, 2008
Interactive Training Product for African Aids Prevention, 2005
Monster Truck Madness 3 Prototype, 2004
Links 2003—MS Golf Game
World Trade Center Proposal—Top One Hundred (out of 47,000+), 2003
Amped 2—MS Snowboarding Game, 2003
Links 2002—MS Golf Game
Black Pearl—Graphic Novel Game, 2002
NBA Drive 2001—MS Basketball Game
NFL Fever 2000—MS Football Game
Virtual International Newsroom, 1998
SCRAWL—Internet based Drawing Game (Similar to Pictionary), 1997
MSN International Interface—High-Bandwidth Version, 1997
MSN International Commercials, 1997
MSN Channel Guide, 1997
MSN Face Puzzle, 1996
MSN Internet Commercials, 1996
NBA Playoff Commercials, 1995-96
MS Music Central Commercial, General Music 1996
MS Music Central Commercial, Country Music 1996
Chicken Crossing—ACM SIGGRAPH Video Review, Microsoft, 1996
Office of the Future—Bill Gates' COMDEX Movie, 1996
Goosebumps CD-ROM Series, MS 1995
SoftImage Commercials, 1995
3D MOVIE MAKER—Early Machinima Product, 1995
VINE STREET—Full Scale Interactive TV Series, 1995
Backlot—Interactive Movie Story, 1994
James Bond Movie Game, 1994
EVE—Peter Gabriel's Interactive Music Video Game, 1994
Sting: All This Time—Sting's Interactive Music Video Game, 1994
Eastwood—Interactive Tribute, 1994
NBA Digital Media Guide—CD-ROM and I-TV, Became NBA.com, 1993
Video Professor—CD-ROM Training interface, 1992
CD Coach—CD-I Expert Physical Training System, 1992
Power Hitter—CD-I Batting Video Game, 1992
Escape from Cyber City—CD-I Anime Adventure Game, 1991
Palm Springs Open—CD-I Golf Game, 1990
Caesars Palace —CD-I Gaming Adventure Game, 1990
MATSURI: Japanese Festival Textiles—Interactive Museum installation, 1990

TEACHING

CLASSES TAUGHT

CS/FILM 6084— Game Projects IV, University of Utah, Spring 2013
CS/FILM 6081— Game Projects II, University of Utah, Spring 2013
CS/FILM 4060/6060—Digital Figure Sculpting, University of Utah, Spring 2013
CS/FILM 4055/6055—Advanced 3D Character Production, University of Utah, Spring 2013
CS/FILM 3660—Co-taught, Machinima, University of Utah, Spring 2013
CS/FILM 6082— Game Projects III, University of Utah, Fall 2012
CS/FILM 5968— Special Topics—Rigging and MoCap, University of Utah, Fall 2012
CS/FILM 3650/6650—Digital Character Production (3sections), University of Utah, Fall 2012
FILM 6732—Game Production II, University of Utah, Spring 2012
CS/FILM 4060/6060—Digital Figure Sculpting, University of Utah, Spring 2012
CS/FILM 4055/6055—Advanced 3D Character Production, University of Utah, Spring 2012
CS/FILM 3660—Co-taught, Machinima, University of Utah, Spring 2012
CS/FILM 6081—Game Projects II, University of Utah, Spring 2012
CS/FILM 3650/6650— Digital Character Production (2sections), University of Utah, Fall 2011
CS/FILM 6082— Game Projects III, University of Utah, Fall 2011
FILM 6733—Game Production III, University of Utah, Fall 2011
CS/FILM 6080— Game Projects I, University of Utah, Fall 2011
CS 6092— Game Engineering III, University of Utah, Fall 2011
CS 6090— Game Engineering I, University of Utah, Fall 2011
GA 305/405—Game Lighting and Texturing I/II, LCAD Fall 2011
GA 310—Advanced Technologies for Game, LCAD Fall 2011
FD 105—Fundamentals of MAX, LCAD Fall 2011
CIS 190—Computer Graphics, University of Pennsylvania, Summer 2011
CS/FILM 5964/6964—Digital Figure Sculpting, University of Utah, Spring 2011
CS/FILM 5969/6969—Advanced 3D Character Production, University of Utah, Spring 2011
CS/FILM 3660—Co-taught, Machinima, University of Utah, Spring 2011
CS/FILM 6955— Game Design and Development II, University of Utah, Spring 2011
CS/FILM 6956— Game Projects II, University of Utah, Spring 2011
CS 6956— Game Development II, University of Utah, Spring 2011
CS/FILM 5964/6964— Digital Character Production (2sections), University of Utah, Fall 2010
CS/FILM 6955— Game Design and Development I, University of Utah, Fall 2010
CS/FILM 6956— Game Projects I, University of Utah, Fall 2010
CS 6956— Game Development I, University of Utah, Fall 2010
CIS 190—Computer Graphics, University of Pennsylvania, Summer 2010
CS/FILM 5964/6964—Digital Figure Sculpting, University of Utah, Spring 2010
CS/FILM 5969/6969—Advance Character Production, University of Utah, Spring 2010
CS/FILM 3660— Co-taught, Machinima, University of Utah, Spring 2010
CS/FILM 3650—Digital Character Production (4 sections), University of Utah, Fall 2009
CS/FILM 4950/5950—Independent Study, University of Utah, Fall 2009
CIS 190—Computer Graphics, University of Pennsylvania, Summer 2009
CS/FILM 4950/5950—Independent Study, University of Utah, Spring 2009
CS/FILM 5969—Advance Character Production, University of Utah, Spring 2009
CS/FILM 3660— Co-taught, Machinima, University of Utah, Spring 2009
CS/FILM 3650—Digital Character Production (2 sections), University of Utah, Fall 2008
CIS 190—Computer Graphics, University of Pennsylvania, Summer 2008
CS/FILM 3660—Sp. Topics—Co-taught, Interactive Machinima, University of Utah, Spring 2008
CS/FILM 5969—Special Topics—Digital Character Production, University of Utah, Fall 2007
CIS 190—Computer Graphics, University of Pennsylvania, Summer 2007
CS/FILM 5969—Sp. Topics—Co-taught, Interactive Machinima, University of Utah, Spring 2007
CIS 190—Computer Graphics, University of Pennsylvania, Summer 2006
CIS 190—Computer Graphics, University of Pennsylvania, Summer 2005
CIS 599—Spec. Topics—Adv. Graphics Production/Scripting, University of Penn., Summer 2005
EAS 286—Teaching Graphics Technologies, University of Pennsylvania, Winter 2005

EAS 286—Teaching Graphics Technologies, University of Pennsylvania, Fall 2004
CIS 190—Computer Graphics, University of Pennsylvania, Summer 2004
EAS 286—Teaching Graphics Technologies, University of Pennsylvania, Winter 2004
EAS 286—Teaching Graphics Technologies, University of Pennsylvania, Fall 2003
CIS 190—Computer Graphics, University of Pennsylvania, Summer 2003
EAS 280—(Pre-cursor to CIS 277 – Intro. to Comp. Graphics Techs.), U of Penn, Winter 2003
DIG 490—Graduate Project, San Francisco Academy of Art, Spring 1993
DIG 490—Graduate Project, San Francisco Academy of Art, Fall 1992
DIG 430—Adv. Interactive multi-media-UI Design, San Francisco Academy of Art, Fall 1992
DIG 430—Adv. Interactive multi-media-UI Design, San Francisco Academy of Art, Spring 1992
DIG 460—Media Graphic (New designation COM 230, San Francisco Acad. of Art, Spring 1991
DES 390—Computer Graphics Lab—Interactive Scripting Industrial Design, UCLA, Spring 1990
DES 390—Computer Graphics Lab—Interactive Scripting Industrial Design, UCLA, Winter 1990
DES 252—Industrial Design, University of California Los Angeles, Fall 1989
DES 343—Photography, University of California Los Angeles, Spring 1989

COURSES DEVELOPED

CS/FILM 5968— Special Topics—Rigging and MoCap, A class where two riggings are completed—one by hand and one mostly scripted. Motion Capture is used to create animations. Facial motion captures are used to create blend shape facial animations.

CS/FILM 3650/6650—Digital Character Production, A class where two base characters using a content approach are designed and digitally produced technically and artistically.

CS/FILM 4055/6055—Advanced 3D Character Production, A class where two complex characters using a content approach are designed and digitally produced technically and artistically. Also three quick-sculpt busts are produced.

CS/FILM 4060/6060—Digital Figure Sculpting, A class where a skull, a muscled figure, and a complete human figure are digitally sculpted technically and artistically accurate.

CS/FILM 6082— Game Projects III, (Co-developed), A class where final projects are prepared for GDC and other game festivals.

CS/FILM 6083—Game Production IV, (Co-developed), A class where final projects are polished and published.

CS/FILM 3660—Machinima, (Co-developed), A class where animations projects are produced using game engines.

EAE 6300—C++ for Games, (Co-developed), A class where programs are written in C++ using professional practices specifically for games.

EAE 6320—Game Engineering I, (Co-developed), A class where a base game engine is written in C++ using professional practices.

EAE 6340—Game Engineering II, (Co-developed), A class where a base graphics and AI engine is written in C++ using professional practices.

EAE 6360—Game Engineering II, (Co-developed), A class where a game code is written in C++ using base game engines.

GA 305/405—Game Lighting and Texturing I/II, LCAD, A class where projects were designed, built, textured, and lighted in game engines.

GA 310—Advanced Technologies for Game, LCAD, A class where projects were designed, built, and textured using latest sculpting software.

FD 105—Fundamentals of MAX, LCAD, A class where projects were designed, built, and textured using MAX 3DS.

CIS 190—Computer Graphics, University of Pennsylvania, A class where two base characters using a content approach are designed and digitally produced technically and artistically.

MEMBER OF MASTERS PROJECT COMMITTEE

Adam Ellis, Jamie King, David Lewis, Wade Paterson, Jordan Wilcken (MS Computing: Game Engineering - Graduated 2012)

Brandon Davies, Robert Lamb, Michael Taylor (MS Computing: Game Engineering - In Progress, expected 2014)

Abhishek Tripathi, Joseph Perinia, (MS Computing: Graphics—Graduated 2011)

CHAIRMAN OF MASTERS PROJECT COMMITTEE

Anurag Bhagwat, Christopher Bright, Kamron Egan, Abhinav Gurram, Derek Higgs, Felix Lau, Eric Levin, George Middleton, Daniel Priestly, Jorge Elola Rodriguez, Kevin Smith (MS Computing: Game Engineering - Graduated 2013)

Brandon Rees, Adam Zaelit (MS Computing: Digital Media - Graduated 2013)

Jared Plumb (MBA/MS Computing: Game Engineering – Graduated 2013)

Jon Futch, Jason Kanagaratnam, Vaibhav Bhalerao, Aaraddhya Bhatalkar, Sagar Mistry, Kiran Nair, Yuntao Ou Saurabh Pendse, Niknil Raktale, Chunran Wang, Miao Xu, Sherly Yunita, Cody Hansen, Chris Rawson, Jason Thummel (MS Computing: Game Engineering, In Progress, expected 2014)

SUPERVISOR OF BACHELORS OF UNIVERSITY STUDIES STUDENTS

Becky Pennock, Isaac Kellis, Tom Grey, Amanda Bowen, Paula Dorothy Baretzky, Mitchell Eastwold (BS in Technical Game Art, in progress, expected 2014)

SERVICE

Advisory Board for Young Audience, Inc. HS Game Education program, 2012 to Present

Visiting Professor August 2012 to August 2017 (tandem with University of Utah)

LCAD—Games Program Academic Board 2012 to Present

Technical Board Advisor, JUXTA Labs, Inc. 2011 to Present

Curriculum Board Advisor, Utah Valley University, Computer Science Department 2011 to 2013

MGS Directing/Planning Team
MGS Admissions Committee, 2010 to Present
EAE Student Counseling, 2007 to Present
Recruiting Presentations for HS Camp, UG, and MGS programs
Assisted students to earn internships and employment

MEDIA APPEARANCES

Newsweek Article on EAE Program, March 12, 2013
Channel 2 News, Story on EAE Program and Rankings, March 12, 2013
Channel 5, KSL News, Live Interview on EAE Rankings, March 12, 2013
Channel 7, News, Live Interview on EAE Program and Rankings, March 13, 2013

CO-FOUNDED ENTERTIANMENT ARTS AND ENGINEERING

Co-founded the Entertainment Arts and Engineering (EAE) undergraduate program in 2007. EAE is interdisciplinary between the School of Computing and the Department of Film and Media Arts. Students in the program complete either their BS in Computer Science or BA in Film Studies with an EAE emphasis. The emphasis is a set of required classes and required electives that focus on the disciplines where computer science and art overlap (video games, 3D animated movies, special effects). The emphasis culminates in a year-long capstone class where students work in large interdisciplinary team of 10 to 15 students building a video game from inception to release to the public. In 2013, there are over 300 undergraduate video game programs and the Princeton Review ranked the EAE number 1. We have between 150 and 200 undergrads in the EAE program between the two departments.
