

Hans Westman | Arsenalsgatan 8A, 41120 Gothenburg, SE | [hansw108@gmail.com](mailto:hansw108@gmail.com)  
+46 70 103 99 56

Website: [www.westmandesigngroup.net](http://www.westmandesigngroup.net)

Sept 2021 - Aug 2024: University Assistant Professor in Informatics: 3D Graphics and Media Production

Högskolan Väst (University West), Trollhättan, Sweden

Courses taught in programs:

Webmaster  
3D Visualization & Animation  
Digital Media Production & VFX

- Developing content for campus-based and online lectures
- Advising and supporting students in collaborative project courses and portfolio
- Maintaining regular communication with administration
- Faculty collaboration, team teaching
- Course/program evaluations and revisions

April 2011 - Current: Principal / Managing Director | Westman Design Group, LLC

- Publisher/label for music project The Happy Cowboys: [www.thehappycowboys.us](http://www.thehappycowboys.us)

May 2018 - August 2019: Academic Department Chair

Simulation Technology & Game Design, Wheeling University, Wheeling, WV

- Developing and implementing program curriculum
- Acting as liaison between the institution, industry and community (project) involvement
- Advising and supporting both students and faculty in program and department matters
- Developing marketing, PR and recruitment strategies for the growth and positioning of the program
- Maintaining regular communication with administration and performing daily department duties, including scheduling and making classroom reviews
- Teaching three classes a quarter

Jan 2001 - June 2016: Academic Department Chair - Media Arts & Animation Department | Game Art & Design, The Art Institute of Pittsburgh, Pittsburgh, PA

- Renewing and implementing program curriculum
- Acting as liaison between the institution, industry and community (project) involvement
- Advising and supporting both students and faculty in program and department matters
- Developing marketing, PR and recruitment strategies for the growth and positioning of the program
- Maintaining regular communication with administration and performing daily department duties, including scheduling and making classroom reviews
- Teaching one class a quarter

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#### Sweden

1982-1988: full-time art teacher in the Swedish school system 1988-1993: freelance 2D/3D artist and animator.

1993-1995: full-time position as a digital artist and interface designer at AVM Dialog, AB, Gothenburg (part of a team developing cd-i titles for retailers)

Main client: The Volvo Car Corporation

pre-viz., design, and art asset production

Projects included (93-95):

- Interactive kiosk product presentations for dealerships around the globe
- Interactive ergonomics training course for employees at all levels within the Volvo corporation.

#### United States

Freelance and permanent positions:

Walt Disney Pictures and Television Information Services (FIS)

- Original (digital) art work for the PR CD-ROM for animated feature film "The Hunchback of Notre Dame"
- FIS Intranet web directory "Studio 411" (interface design work, May 96 - June 97)
- Story boarding for the pilot of "Teen Angel"(ABC)

#### 7th Level

- 3D animation and 3D environment modeling, R&D stages for game titles in development.

#### Creative Capers

- 2D compositing of sprite files for the Disney Interactive video game, "101 Dalmatians-Escape From DeVil Manor"

#### Education:

Bachelor of Arts, Art Education, University of Umeå, Sweden (US equivalent).

MFA, Computer Arts (terminal degree), Florida Atlantic University, Fort Lauderdale, FL.

Fluent in both English and Swedish