John Harford - Curriculum Vitae

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Education

MFA Photography/Digital Media - Maryland Institute College of Art
Baltimore, Maryland
May 2002
Focus on photography multimedia environments both on screen and in installation spaces. Also worked in sound, video projection and performance.

Advanced Technology Course work – Richard Stockton College
Pomona, New Jersey
1998-1999
10 credits worth of graduate level course work in Instructional Design, educational module development, technology and social issues, and related media research.

Bachelor of Arts - Richard Stockton College
Pomona, New Jersey
Completed May 1997
Extensive study of the traditional and digital arts that focused on photographic medium and techniques.

Academic Experience

Raritan Valley Community College
118 Lamington Road, Branchburg, New Jersey 08876
908-526-1200

Position
Coordinator: Visual Communication/Graphic and Interactive Design
Game Art

Full Time Tenured Instructor
01/09/2011 – Present

Courses:
Two Dimensional Game Design Studio
Game Narrative and Concepts
Intro to Digital Photography
Advanced Photography Guided Study
Visual Design I (Intro to Graphic Design)
Visual Design II

Audio Production 1
Video Production 1
Visual Design For The Web
Designing Motion Graphics (2D Animation)
Portfolio Development
Film Appreciation

Software and Skills: Entire Adobe Creative Suite - Focus: Digital Photo Editing, Pro Tools, Reaper 64, Final Cut Pro, Daz 3d, MS Office/Outlook, Traditional Art, Film Photography and Darkroom Processing, HTML, Audio Recording, Scanning, Printing, Production Audio and Graphic asset design

Professional Development

Presentation – "Forum" Rhetoric based educational boardgame. NASAGA 2019
Attendance - NASAGA 2018
Presentation/Demo - PAX Unplugged 2018
Membership – AIGA
Membership – SPE
Attendance – AIGA Conference 2015-2016
Attendance – Faculty of the Future 2013
Attendance – New Jersey Council of Community Colleges 2013-2014

Department and Institutional Contributions

Game Art Degree Development and Launch of the Game Art cross disciplinary degree in conjunction with computer sciences. This unique degree focusing on the concept, motion graphics, sprite, audio asset and content development in multimedia environments. It is marked as the first of its kind in New Jersey.

Graphic and Interactive Design Coordinator Responsibilities include the development and guidance of curriculum, course outline and program revision, program review, scheduling, peer observations, budgeting, ordering as well as serving as the liaison to campus tech services and other departments.

Digital/Traditional Photography Darkroom Lead As of Fall 2019. Full time faculty member in charge of overseeing techs and part time photography faculty and staff. Also responsible for budgeting and ordering darkroom and digital equipment and supplies, as well as coordinating technician hires and schedule.

Articulation Agreements Assisting department chair and representatives with articulation agreements such transfer options with Bloomfield, FIT Toy Design Program, as well as for incoming high school seniors from Franklin High School, Franklin Township NJ.

Departmental Committee Representative Curriculum Committee, Environmental and Sustainability Committee, Tech Advisory Committee, Research Sciences Committee, Institutional Branding and Design Committee, Program Council.

Council of the Faculty, Vice Chair Duties include support and meeting management of faculty run interest council.

Full Time Faculty Hire Search Committee (Foundations/Painting) Participation in the selection and hiring of applicants for the Visual Arts department foundations line.

Night for Social Justice Curator Curated the March 30 visual arts lobby show to accompany dance and musical performances at RVCC by faculty and community members. In cooperation with the New Jersey Institute for Social Justice, the event highlighted inequities in race, ethnicity, gender and income.

Social Action Collective Member of the Social Action Collective which hosts workshops, actions, programming to increase social awareness of issues pertaining particularly to women's rights/health, minority issues and the LGBT community.

Student Club Faculty Advisor - I am the adviser for the Animation Club and Gaming Club. Both clubs are highly active and meet at least once each week. The Gaming Club has over 50 members with engaging in group video game to pen and paper roleplaying.

Listed Co-Implementer for Computer Science Game Development Program (2017/2018)
Contributions include:
- Strengthen UI/UX components of curriculum
- Add a focus on portfolio development
- Infuse non-game-specific curriculum with game-based projects
- Work to increase industry expertise and connections
- Hire teachers with professional experience
- Encourage and support student attendance at local industry events
- Work to increase diversity within the program
- Ensure adequate facilities and resources
- Institute a storage and checkout system for the game libraries
- Conduct biennial advisory board meetings

Program Review and Revision – From 2012 – 2016/2018 Extensive curriculum review and rewrite of the Graphic Design, updating it technologically, conceptually, pedagogically to the more contemporary *Graphic and Interactive Design*. This includes multiple course introductions and revisions for both Design, Game Art, and Visual Arts coursework.

Graphics/Media Facility Management Design and Management of A22/24 Raritan Valley Digital Imaging and Graphic Design Lab.

Management and Acquisition of Raritan Valley's Production, and MAC Lab Equipment, software resources.

Portfolio Reviews Participation in incoming and first year major portfolio reviews.

Campus Continuing Education Workshops Regular workshop contributions to events held by on campus Center for Teaching, Learning and Scholarship. This includes both discussion of social media/multimedia theory and applications in education as well as technical lessons.

CTLS 2018 – "Social Media in the Class Room".
CTLS 2017 – "Alternative Scholarship: Art and Archeology"
Tech Week 2017 – "Youtube Studio and Lesson Delivery"
CTLS 2016 - "Social Media in the Class Room"
Tech Week 2016 – "Learning with Multimedia"
Tech Week 2015 - "Social Media in the Class Room"
Faculty Development Day 2015 – Critical Thinking Workshop

Open Houses Attendance at and participation in college-wide and department open houses.

Service Learning Regular involvement with Service Learning and Workforce Initiative which works towards assigning students internships and real world experience in the areas of graphic, audio and media design.
Regularly overseeing Service Learning experiences for students: affording students a chance to work as a designer with institutional and non profit community organizations.

New Faculty Mentor Program Since 2013 I have served as a New Faculty Mentor as requested by RVCC. This involves assisting incoming full time instructors in acclimating to the college, observing and being shadowed by new faculty, and offering neutral advice.

Global Game Jam 2012-2108 Lecturer, Coordinator and Student Mentor for Raritan Valley Community College Global Game Jam node.

Student Advisor – Overseeing student scheduling, class selection, direction to counseling and disability services.

Lecturer/Demonstrator – Historic and world music performance, lecture and demonstration for RVCC World Music Class 2013-2016

Teen Arts 2012-2019 Participation in Teen Arts Instructional Workshops and Critique Seminar in both Video and Audio production.

Curator/Contributor/Juror for art exhibits held at the Raritan Valley Community College Art Gallery.

- Portfolio Development Class Student Show 2017-2019
- Independent Study Show 2016
- The Video Show – 2015

Community Involvement
Career and creative project outreach to local high schools. Offering challenging project and advancement opportunities to highly diverse student population. Visits and involvement include:
Animation Club visit- Franklin High School
Career Day - Bridgewater-Raritan High School
Service Learning – Facilitated student intern design work for non-profit organization such as local animal rescue, fire and rescue chapters, an astronomy club and domestic abuse resource centers.

Related Work

Music and Arts

Continued photographic projects focusing on investigating anthropological/archeological sites, ancient culture and spirituality. All are available on John Harford's website which he manages and maintains. He also maintains a web presence and all social media/promotion for his own creative projects.

Ongoing independent work as a musician (specializing in historic wind and string instruments) in both an historical and contemporary context. Performances include support for national and international touring acts, lectures, and professional studio recordings.

Game Design

Tales of the Harrowed Land
In process writing and play testing of "Tales of the Harrowed Land" roleplaying game. Slated for independent publication Summer 2020.

Golden Dragon Game Studios
Co-Owner
Creative and Art Director, Content Designer
Ongoing development of material for tabletop, RPG and eventual video game content/assets.
Responsible for written narrative content, concept development, coordination of interns

and freelance illustrators.
09/2014 – Present

The Photography Place
4000 Saw Mill Road, Doylestown PA
Independent Workshop Developer and Instructor
06/2010 – 09/2013

Instructor and course developer at the privately owned Photography Place studio and workspace in Doylestown, Pennsylvania. Course content focuses on all aspects of photography from digital image file handling to advanced design and content considerations. Event/architectural photo assistant

Previous Teaching

Bucks County Community College
275 Swamp Road, Newtown PA
Full Time Special Term Contract
Assistant Professor
01/2008-06/2009

Coursework: Digital Imaging, Digital Photography, Digital Editing with Final Cut Pro, Multimedia 1, Audio Production with Pro Tools 1 and 2, Multimedia 2, Mass Media and Society
Institutional Contributions
Technology Action Committee
Student Advising
Participation in CIT Conference - Salt Lake City, Utah
Continuing Education
Faculty of the Future Conference Participation 2008
Equipment Acquisition Assistance
Mobile Gallery and Media Workstation Manager

Bloomfield College
467 Franklin Street, Bloomfield, New Jersey
Adjunct Faculty
Summer 2003 – Spring 2007

Coursework: Digital Photography, Audio Production and Sound Design, Web Design, Multimedia Art, Computer as an Art Tool, Graphic Design 1, Graphic Design 2

 Richard Stockton College
 PO Box 195, Pomona, New Jersey

Adjunct Faculty
Fall 2003 – Summer 2005

Digital Photography, Intro to Photoshop, Dark Room Photography 1, Arts and Mass Media, Intro to Computer as an Art Tool, Web Design, ETTC (Adult Ed.) Trainer

Maryland Institute College of Art
1300 Mount Royal Avenue, Baltimore, Maryland
Adjunct Instructor
(Fall 2001- Summer 2003)

Digital Photography, Dark Room Photography, Multimedia and Animation, Electronic Narrative, Electronic Media and Culture.

Workshops: Served as an instructor in several day long workshops for graduate students. Topics included scanning, digital camera use, photo retouching, and preparing media for distribution.