

PHIL DAVIS

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QUALIFICATIONS

Studied film production and theory at Syracuse University as an undergraduate and digital art at UMBC as a grad student. I have produced a body of work of 16mm films, digital videos, and installations. I have experience in both linear and nonlinear editing systems with a background in animation, documentary and experimental forms.

EDUCATION

2004 BFA in Film Art, Syracuse University
2007 MFA in Imaging and Digital Arts, University of Maryland,
Baltimore County

EMPLOYMENT

2008 **Video Specialist**, *Johns Hopkins University Digital Media Center*
Teach workshops on video production management, lighting techniques, sound for video, editing with Final Cut Pro and Adobe Premiere, compositing with Adobe After Effects, and video compression. I also troubleshoot hardware and software issues, as well as maintain, research, and order new video and audio equipment.

2006-08 **Art Foundations Instructor**, *UMBC Visual Arts Department*
Teach an introductory course, Visual Concepts IV: Time-Based Media, to undergraduate art students. The course covers animation and digital video production, emphasizing experimental, narrative, and documentary approaches.

2008 **Digital Post Production Instructor**, *Towson University Electronic Media and Film Department*
Teach an intermediate and advanced course focusing on video post production techniques, with an emphasis on motion graphics design, animation, and special effects using Photoshop, Illustrator, and After Effects

2007 **Film/Video Cage & Media Lab Manager**, *Creative Alliance*
Researched and purchased equipment and computers to build a film/video/digital art rental facility for the Creative Alliance Movie Makers Organization. Along with managing the cage, I was also responsible for the setup and maintenance of the media lab where workshops and classes were held on a variety of computer software.