

J. PARAS KAUL

PROFESSIONAL SUMMARY: Awarded professional internships at Real Time Design in Chicago and Paramount Studios, Hollywood; Production Assistant, Digital Effects, Inc. in NY; Founder of a SIGGRAPH professional chapter (computer graphics and interactive techniques); Interviewed for *Studio 360* and *With Good Reason Radio*; 10 years web communications, project management, customer service and marketing experience at George Mason University (Mason); Member of a Senior Management Team for University Relations; Member of policy making and strategic planning committees; 3+ years experience as an Assistant Professor of Electronic Media; Board member for a community organization of healing instructors; Author of peer-reviewed articles and website content, and recipient of an Outstanding Achievement Award at Mason in 2005. <http://brainwavespaces.com/club/wp-content/themes/suffusion/about.php>

AREAS OF EXPERTISE/SKILLS/CORE COMPETENCIES

Project Management; Content Management; Customer Service, Writing and Editing; Web Communications and Marketing; Social Media; Research; New Media Instruction; Audio/Video Multimedia Production/Editing; Podcasting; Problem Solving; Financial Planning, and Policy Advising.

Web Development: Web Design, HTML, CSS, JavaScript, PHP, MySQL, FTP, SFTP, Google Analytics, Search Engine Optimization and Marketing, 508-web accessibility compliance. Facebook, Google+, WordPress. Twitter and LinkedIn. Introduced Social Media to Mason's website

Office Management: Microsoft Office 365 & Office 2010 (Word, Excel, PPT); online calendars; Google Docs, PDF; Cloud file sharing; e-newsletters (Constant Contact App); Web Conferencing Apps: Skype, Google Hangout, Goto Meeting; Project Management Apps: 37 Signals Basecamp and Asana; Budget Management; SunGardBanner, and Patriot Web

Operating Systems: Unix, Linux, OS X and Windows 7 and 8

Content Management Systems: Supervised implementation of WordPress and Drupal CMS with hands on web design and content management experience in WordPress.

Multimedia: Digital video editing and videography; brainwave interactive multimedia Applications: Final Cut Express, Media 100, After Effects, YouTube, Vimeo, Livestream. MindMedia production for WujiTech, Inc; Trained by Dr. Mark Applebaum, professor of music composition and theory, Stanford University and Steve Antosca, director, John Cage Centennial, Washington, DC, 2012. Multi-track sound editing, composing, streaming and podcasting. Applications: Digital Performer, Final Cut Express, Garageband, iTunes, Studio Pro. Photography exhibits in CA - awards received; studied color & digital photography, School of the Art Institute of Chicago. Photo archiving: Picasa & SmugMug.

Experienced Podcaster Initiated podcasting for University Relations at George Mason University and produced 2 weekly podcast series: LaunchPad & Recharge; accomplished Podcast Editor.

Software Applications: Creative Suite VI (Dreamweaver/CSS, Illustrator, Photoshop), Quicktime Pro, iMovie, iDVD, Autodesk Maya, Final Cut Express, Digital Performer, GarageBand, WujiBrainwave, IBVA Brain App.

WORK EXPERIENCE

Self-Employed: August 2010 – Present. Web and new media development for individual clients on a project-by-project basis; projects include web design, site and server maintenance, video, e-newsletters, logo development and branding. Includes consulting as a Brainwave and Marketing Specialist for WujiTech, Inc. since June 2012 - <http://wujitech.com>; Westwood professor (see page 2), and part-time Content Manager for AIR networks, LLC. Contact: Scott Joy, CEO, Email: scott@onair.cc .

WORK EXPERIENCE (Continued)

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Adjunct Professor, Westwood College, Annandale Campus: Winter Session 2013. Taught design for digital illustration with concept development and branding, composition, typography and logo design using Adobe Illustrator, Creative Suite VI.

Multiple Position Advancements in University Relations, George Mason University: June 2000 - July 2010
Contact: Dr. Daniel Walsch, Email: dwalsch@gmu.edu

1. **Accomplishments as Associate Director, Creative Services:** Assisted in directing projects between Print Publications and Web Communications, which resulted in coordinated design between print and online publications and websites. Managed the transition of the university's informational website to a marketing website, using social media for promotion and branding. Utilized search engine optimization and statistical analysis (Google Analytics) for measuring user engagement in order to determine where to focus future online efforts; managed and developed web and social media projects for University Relations.
2. **Accomplishments as Director, Web Communications:** Created and managed a web video production area resulting in the production of promotional videos for the university; directed development of branded YouTube and Vimeo sites to feature the videos. Planned strategies for introducing audio, video and social media into the university homepage. Directed the university's web presence for Mason's distributed campuses including Mason's homepage and second-level pages. Provided effective supervision for Web Communications and Media Technologies staff. Served as advisor for the student chapter of SIGGRAPH, which resulted in several students attending the annual conference and two students presenting a Poster Session. Advisor for the Mason Media Lab, which introduced digital animation to the university and enabled Mason to fund several part time student positions in the lab. Set program and financial goals, cost, revenue and budget expectations for Web Communications and Media Technologies, which resulted in the end-of-year earnings being more than the initial budget allocations for Web Communications.
3. **Accomplishments as Coordinator, Electronic Publications:** Expanded Electronic Publications to be the Web Communications division within University Relations; coordinated and contributed to the production of the university's online policies, catalog, alumni magazine and e-news (Gazette); supervised the Electronic Publications staff and interns. Maintained the Development Office's website for Mason's Capital Campaign, which resulted in an extremely successful campaign. Set program and financial goals, cost, revenue and budget expectations for Electronic Publications.

Assistant Professor: Graduate Program, Mississippi State University (MSU), Jan. 1997 – May 2000
Contact: Brent Funderburk, Email: bfunderburk@caad.msstate.edu

Accomplishments as Assistant Professor: Instrumental in developing the course curriculum for a new Graduate Program in Electronic Visualization while teaching multimedia courses. Created and managed a server for Internet performances online, which resulted in presentations at Internet2 conferences at the University of Washington and the University of Michigan. Founded and chaired a professional chapter of the Special Interest Group for Computer Graphics and Interactive Techniques (OKSIGGRAPH), which provided professional information sharing with the community and university professionals, resulting in community partnerships for programming and funding. Developed the 1st application for Internet2 at MSU.

EDUCATION

- * **School of the Art Institute of Chicago**, (SAIC) Chicago, IL
Master of Fine Arts Degree: Digital Media
- * **California State University, Sacramento**, (CSUS) Sacramento, CA
Bachelor of Arts Degree: Art/Photography, Dean's List, Phi Kappa Phi Honor Society (Graduate Courses Completed for Photography)
- * **James Madison University**, (JMU) Harrisonburg, VA (previously Madison College)
Bachelor of Arts Degree: English Major, Spanish Minor; Dean's List

ADDITIONAL ACCOMPLISHMENTS

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- * Adjunct Assistant Professor, Art and Visual Technology (now School of Art), George Mason University
- * Volunteer, Human Performance Institute, Loma Linda University Rehabilitation Center, CA
Explored the use of virtual reality technologies for rehabilitation purposes
- * Featured professional in *Madison Who's Who 2010*
- * Inventory Control Manager for the Gemological Institute of America. Managed online diamond and gemstone database
- * Artist-in-Residence, Computer Animation and Video Studio: Omnibus, Inc., Paramount Studios, Hollywood, CA. Created digital animations and transferred them to videotape
- * Production Assistant, Digital Effects, Inc., New York, New York. Managed post production operations for computer animation
- * Apprentice Artist, Real Time Design, Chicago, IL. Created digital animations with video transfers.

AFFILIATIONS

Committee Member, Computational Modeling in the Arts, UK

Committee Member, Computer Arts Society, UK

Board Member, Peaceable Dragon, Consortium of Educators in the Healing Arts

IMDb Internet Movie Database

Administrator for <http://brainwave.wujitech.com>

Member, Contemporary Music Forum, Washington, DC

Program Administrator, Community Awake Online (<http://communityawake.com>)

Member, DC_SIGGRAPH (Special Interest Group for Computer Graphics and Interactive Techniques)

Member, DC_SIGCHI (Special Interest Group on Computer-Human Interaction)

FORMER AFFILIATIONS

Committee Member, George Mason University, Information Technology Council and Web Team

Committee Member, University President's Quality of Work Life Task Force

Member of Accessibility Technology Initiative Committee

Committee Member, Mason Security Council

Co-Chair, DC_SIGGRAPH

Founder and Chair, OKSIGGRAPH, Starkville, MS

Educational Coordinator, LA SIGGRAPH, Boot Camp, February 1998

Committee Member, SIGGRAPH Pathfinders Committee, 1999

Committee Member, LA SIGGRAPH Executive Council, 1997

Committee Member, LA SIGGRAPH Outreach Committee, 1996

SELECTED PUBLICATIONS

Brain Wave Games and E-Learning, "Innovative Techniques in Instruction Technology, E-learning, E Assessment, and Education," Edited by Maged Iskander, Polytechnic Institute of New York University, Brooklyn, NY, Springer Science+Business Media B.V., 2008. Online:

<http://www.springerlink.com/content/g326111u01137172/>

Brain Wave Interactive Learning: Where Multimedia and Neuroscience Converge, "Advances in Computer, Information, and System Sciences, and Engineering," Edited by Tarek Sobh, Khaled Elleithy, Maged Iskander, Ausif Mahmood, and Mohammad Kaarim; Published by Springer, The Netherlands, 2006. Online:

<http://www.springerlink.com/content/u507138176335884/>

Brain Wave Games 4Learning, "Game Career Guide," UMB Techweb, Game Network

Online: http://www.gamecareerguide.com/features/272/brain_wave_games_4learning.php