

Abbreviated Curriculum Vitae

Matt Dombrowski, M.F.A.

University of Central Florida
School of Visual Arts & Design
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I. Education

All degrees from the University of Central Florida in Orlando, FL.

M.F.A Studio Art and the Computer, 2008

B.F.A. Computer Animation, 2005

II. Academic Appointments

The University of Central Florida, College of Arts & Humanities

Professor of Emerging Media

Affiliated Faculty, Limbitless Solutions

Associate Professor of Emerging Media

Assistant Professor of Emerging Media

Lecturer of Digital Media

Aug 2025 – Present

Aug 2015 – Present

Aug 2020 – Aug 2025

Aug 2014 – Aug 2020

Aug 2011 – Aug 2014

III. Administrative Appointments

School of Visual Arts & Design Assistant Director

SVAD Area Coordinator, Animation & Visualization Track

Creative Director, Limbitless Solutions

Aug 2023 – Present

Aug 2019 – Present

Aug 2016 – Present

IV. Honors and Awards

National Honors and Awards

- **Adobe 2023 Creator to Watch** (2023)
 - *Selected as one of 13 creators worldwide utilizing AI for creative impact by Adobe and Forbes.*
- **Best Student Developed Serious Game Award** (2023)
 - *Interservice/Industry Training, Simulation, and Education Conference (I/ITSEC), Orlando, FL.*
- **Best Student Game Award** (2017)
 - *Interservice/Industry Training, Simulation, and Education Conference (I/ITSEC), Orlando, FL.*
- **Best Serious Game Innovation Award** (2016)
 - *Interservice/Industry Training, Simulation, and Education Conference (I/ITSEC), Orlando, FL.*

University-Level Honors and Awards

- **University of Central Florida Luminary Award** (2024)
 - *Recognized for academic leadership and conducting impactful work that significantly contributes to the field and society.*
- **Excellence in Undergraduate Teaching Award** (2019)
 - *University-level award, singlurlarly selected from a competitive pool of all UCF college award winners.*

- **Chuck D. Dziuban Award for Excellence in Online Teaching (2018)**
 - *Recognizes one UCF faculty member annually for excellence in online course design and instruction.*

College-Level Honors and Awards (UCF College of Arts and Humanities)

- **Research Incentive Award (RIA) (2025, 2020) [Two-time recipient]**
- **Excellence in Undergraduate Teaching Award (2023, 2019, 2014) [Three-time recipient]**
- **Teaching Incentive Program (TIP) Award (2023, 2017) [Two-time recipient]**
- **Excellence in Graduate Student Teaching Award (2008)**

V. Administrative Duties and Accomplishments

A. Duties as SVAD Assistant Director

As Assistant Director of the School of Visual Arts & Design (SVAD), I support the school's strategic initiatives, faculty, and students through administrative leadership, accreditation efforts, and external partnership development.

Academic Accreditation & Institutional Data Management

- Leading and managing data collection for National Association of Schools of Art and Design (NASAD) accreditation, ensuring compliance and successful application processes.

Administrative Leadership & Faculty Support

- Directly **supervise SVAD's Marketing Coordinator Specialist I and three OPS staff**, overseeing SVAD specific marketing strategies and operational efficiency.
- Serve as a key **advisor to the SVAD Director**, supporting faculty and staff in administrative and academic initiatives.
- **Participate in budget, area, and administrative meetings**, contributing to the school's strategic planning and resource allocation.
- **Developed and Lead** junior faculty mentorship workshops and faculty onboarding sessions.

Strategic Partnerships & Institutional Representation

- Cultivate and manage external partnerships to enhance opportunities for faculty, students, and interdisciplinary collaborations.
- Represent SVAD as AI Liaison, advising on the integration of artificial intelligence in creative and academic contexts.
- Serve on the CAH IT Advisory Committee, ensuring technological infrastructure aligns with faculty and student needs.
- Create space analysis for the Director to support potential external partnerships
- Spearheaded an initiative to get **all SVAD majors and minors free access to Adobe Creative Cloud.**

B. Duties as SVAD Animation & Visualization Area Coordinator

The Emerging Media B.F.A. – Animation & Visualization track is the largest student track within UCF's School of Visual Arts & Design (SVAD), fostering an interdisciplinary approach to artistic research and media production. The program balances foundational traditional art skills with cutting-edge emerging media practices, equipping students with the digital literacy and ethical awareness necessary to produce research-driven, theory-based artistic content that prepares them for dynamic careers in the field.

Leadership & Academic Development

- Collaborate with SVAD Emerging Media Area Coordinators to continuously enhance the Animation & Visualization track's curriculum and student experience.
- Contributed to SVAD's #2 national ranking for Public Animation Schools (2021) and consistent top-three placement (2022–2024).

- Spearheaded the 2023 rebranding of the track from *Experimental Animation* to *Animation & Visualization* to align with industry standards, ensuring graduates are equipped for evolving professional landscapes.

Technology & Infrastructure Management

- Secure and oversee UCF Technology Fee grants totaling \$200,000, supporting three state-of-the-art labs with 90 workstations, DSLR cameras, 3D printers, Glowforge laser cutters, and Cintiq tablets.
- Manage technology procurement, resource distribution, and collaborate with UCF IT for system imaging and lab maintenance.
- Partner with UCF Facilities and SVAD's building manager to implement accessibility improvements, industry-standard technology, and ergonomic solutions for 21st-century learning environments.
- Assisted Office of Instructional Resources (OIR) and UCF IT in the timely multimedia support for all of our emerging media SVAD lab spaces. Including procurement of Wacom Cintiqs and assistive devices in our classrooms.

Alumni & Industry Engagement

- Develop and manage an Animation & Visualization alumni network, fostering mentorship, internships, and guest speaker opportunities for current students.
- Expand professional development initiatives, including capstone training courses, to enhance post-graduation success.

C. Duties & Key Accomplishments as Creative Director, Limbitless Solutions

As Creative Director at Limbitless Solutions, I lead the artistic, design, and interdisciplinary research initiatives of a nationally recognized nonprofit that develops 3D-printed bionic limbs and gamified training platforms. Working alongside founder Albert Manero, Ph.D., and a diverse leadership team spanning engineering, healthcare, marketing, and the arts, I direct creative strategy, student mentorship, facility development, and external partnerships to advance accessible technology and inclusive design.

Leadership & Student Development

- Recruited, managed, and mentored interdisciplinary teams of 75+ UCF undergraduate research interns from seven UCF colleges each semester.
- Supervised over 600+ UCF undergraduates since 2015, fostering experiential learning opportunities in applied design, animation, game development, and fabrication.

Industry Partnerships & Funding Initiatives

- Developed collaborations with Adobe, Autodesk, Createx Colors, Unity, Epic Games, Microsoft, Ubisoft, Wacom, and Stratasy 3D Printers, enhancing bionic limb production and hands-on industry experiences for students.
- Secured a \$100K+ donations from Adobe Systems, contributing to the establishment of a new 6,000-square-foot Limbitless Solutions production facility at Central Florida Research Park.
- Obtained \$50K+ in community grants from Tijuana Flats and the Pabst Steinmetz Foundation, supporting Project Xavier, a hands-free wheelchair initiative in partnership with the Mayo Clinic.
- Fostered partnerships with gaming companies including 343 Industries (Halo), Riot Games, Ubisoft, and Xbox, integrating their brands into custom 3D-printed bionic limbs.

Research & Clinical Trials

- Directed UCF undergraduate interns in the first U.S. clinical trial for 3D-printed bionic arms, in partnership with Oregon Health & Science University (OHSU).
- Continued creative leadership in gamified clinical trials with Arnold Palmer/Orlando Health and Wolfson Children's Hospital, ensuring artistic and user-centered design integration.
- Assisted in expanding hospital partnerships, including collaboration efforts with Mayo Clinic Jacksonville and the Veterans Affairs (VA) network.

Creative & Facility Development

- Led the design and development of artistic facility components for Limbitless Solutions, including wall graphics, donor recognition visuals, and student-centered creative workspaces.

Advocacy & International Recognition

- Advocated for global visibility of Limbitless Solutions, securing student speaking opportunities at prestigious institutions such as: United Nations, Smithsonian American Art Museum, Adobe Max, GDC, Gates Foundation, Microsoft, and Autodesk.

VI. Publications

Google Scholar URL: <https://scholar.google.com/citations?user=N6XEGN8AAAAI&hl=en>

A. Scholarly Authored Book Chapters

1. **Dombrowski, M.**, & Dombrowski, J. (2020). *Mobile Applications to Teach, Build Mindfulness, and Empower Children. Using mobiles in early childhood and elementary settings*. Charlotte, NC: Information Age Publishing.

B. Peer-Reviewed Articles and Proceedings Papers

Asterisks (*) denote student co-authors.

1. Lalle, A., Migliore, S., Stevenson, J., Bell, E., Pradeep, M., Gunnell, D., Bennett, S., Rivera, V., Smith, P., **Dombrowski, M.**, Sparkman, J., & Manero, A. (2026). *Multigesture electromyographic control complexity in upper limb prostheses actuated via single sensor input contraction magnitude: Standardized approach for evaluating performance and cognitive load*. JMIR Rehabilitation and Assistive Technologies. (Accepted Pending Publication).
2. MacDonald, C., Barnum, E., Pradeep, M., Rivera, V., Smith, P., **Dombrowski, M.**, ... & Manero, A. (2025). *Serious game-based training for improved control of a temporalis electromyography interface for controlling powered wheelchairs*. Games for Health Journal. <https://doi.org/10.1177/2161783x251397932>
3. Gunnell, D., Pradeep, M., Cruz, A. D. V., Senthil, P., Rivera, V., Smith, P., **Dombrowski, M.**, ... & Manero, A. (2025), October. *The usability of a VR serious training game for empowering ALS patients*. Muscle & Nerve, 72, S97-S97. NJ USA: Wiley.
4. **Dombrowski, M.**, & Smith, P. (2025). *Gamified learning for accessibility: Teaching through play at Limbitless Solutions*. Proceedings of the Special Interest Group on Computer Graphics and Interactive Techniques Conference Educators Forum, 1–2. <https://doi.org/10.1145/3721242.3734007>
5. Smith, P., **Dombrowski, M.**, Rivera, V., Pradeep, M., Gunnell, D., Sparkman, J., & Manero, A. (2025). *Analysis of a novel training game with eye tracking and electromyography for autonomous wheelchair control*. Applied Sciences, 15(10), 5268. <https://doi.org/10.3390/app15105268>
6. Smith, P., **Dombrowski, M.**, Rivera, V., Pradeep, M., Gass, E., Sparkman, J., & Manero, A. (2025). *Enhancing gamified training usability for prosthesis via reward based learning AI model*. Simulation & Gaming. <https://doi.org/10.1177/10468781251325114>
7. Smith, P., **Dombrowski, M.**, Macdonald, C., Williams, C., Pradeep, M., Barnum, E., Rivera, V. P., Sparkman, J., & Manero, A. (2024). *Initial evaluation of a hybrid eye tracking and electromyography training game for hands-free wheelchair use*. Proceedings of the 2024 Symposium on Eye Tracking Research and Applications, 1–8. <https://doi.org/10.1145/3649902.3653006>
8. McLinden, S., Smith, P., **Dombrowski, M.**, *MacDonald, C., *Lynn, D., *Tran, K., *Robinson, K., Courbin, D., Sparkman, J., & Manero, A. (2023). *Utilizing electromyographic video game controllers to improve outcomes for prosthesis users*. Applied Psychophysiology and Biofeedback. <https://doi.org/10.1007/s10484-023-09598-y>

9. MacDonald, C., Williams, C., Lynn, D., Smith, P., **Dombrowski, M.**, Sparkman, J., & Manero, A. (2023), January. *Empowering ALS patients with independent mobility: A qualitative study on the usability of an EMG serious training game*. *Muscle & Nerve*, 68, S71-S72. NJ USA: Wiley.
10. Manero, A., Sparkman, J., **Dombrowski, M.**, Smith, P., Senthil, P., Smith, S., *Rivera, V., & Chi, A. (2023). *Evolving 3D-printing strategies for structural and cosmetic components in upper limb prosthesis*. *Prosthesis*, 5(1), 167–181. <https://doi.org/10.3390/prosthesis5010013>
11. Manero, A., Smith, P., Sparkman, J., **Dombrowski, M.**, *McLinden, S., *MacDonald, C., ... & Oskarsson, B. (2022). *Improving mobility independence for patients with ALS by applying electromyographic control schemes and gamified training*. *Muscle & Nerve*, 66, S38-S39.
12. Smith, P., **Dombrowski, M.**, *McLinden, S., *MacDonald, C., *Lynn, D., Sparkman, J., Courbin, D., & Manero, A. (2022). *Advancing dignity for adaptive wheelchair users via a hybrid eye-tracking and electromyography training game*. *Proceedings of the 2022 Symposium on Eye Tracking Research and Applications*. <https://doi.org/10.1145/3517031.3529612>
13. Manero, A., Smith, P., Koontz, A., **Dombrowski, M.**, Sparkman, J., Courbin, D., & Chi, A. (2020). *Leveraging 3D printing capacity in times of crisis: Recommendations for COVID-19 distributed manufacturing for medical equipment rapid response*. *International Journal of Environmental Research and Public Health*, 17(13), 4634. <https://doi.org/10.3390/ijerph17134634>
14. Manero, A., Smith, P., Sparkman, J., **Dombrowski, M.**, Courbin, D., Barclay, P., & Chi, A. (2019). *Utilizing additive manufacturing and gamified virtual simulation in the design of neuroprosthetics to improve pediatric outcomes*. *MRS Communications*, 9(3), 941–947. <https://doi.org/10.1557/mrc.2019.99>
15. Manero, A., Smith, P., Sparkman, J., **Dombrowski, M.**, Courbin, D., *Kester, A., *Womack, I., & Chi, A. (2019). *Implementation of 3D printing technology in the field of prosthetics: Past, present, and future*. *International Journal of Environmental Research and Public Health*, 16(9), 1641. <https://doi.org/10.3390/ijerph16091641>
16. **Dombrowski, M.**, Smith, P. A., Manero, A., & Sparkman, J. (2019). *Designing for an inclusive VR game experience*. *Proceedings of HCII 2019, Orlando, FL*.
17. Manero, A., Oskarsson, B., Sparkman, J., Smith, P. A., **Dombrowski, M.**, Peddinti, M., Rodriguez, A., Vila, J., & Jones, B. (2019). *Xavier electromyographic wheelchair control and virtual training*. *Proceedings of HCII 2019, Orlando, FL*.
18. **Dombrowski, M.**, Buysens, R., & Smith, P. A. (2018). *Virtual reality training to enhance motor skills*. *Proceedings of HCII 2018, Las Vegas, NV*.
19. Manero, A., Sparkman, J., **Dombrowski, M.**, Buysens, R., & Smith, P. A. (2018). *Developing and training multi-gestural prosthetic arms*. *Virtual, Augmented, and Mixed Reality: Interaction, Navigation, Visualization, Embodiment, and Simulation (Lecture Notes in Computer Science)*, 427-437.
20. Smith, P. A., **Dombrowski, M.**, Buysens, R., & Barclay, P. (2018). *The impact of a custom electromyograph (EMG) controller on player enjoyment of games designed to teach the use of prosthetic arms*. *The Computer Games Journal*, 7(2), 131-147.
21. Smith, P. A., **Dombrowski, M.**, Buysens, R., & Barclay, P. (2018). *Usability testing games for prosthetic training*. 2018 IEEE 6th International Conference on Serious Games and Applications for Health (SeGAH).
22. Johnson, E. K., Smith, P. A., **Dombrowski, M.**, & Buysens, R. (2017). *SuperJam: Participatory design for accessible games*. *Virtual, Augmented and Mixed Reality (Lecture Notes in Computer Science)*, 339-348.
23. **Dombrowski, M.**, & Dombrowski, J. (2017). *Virtual reality games, therapeutic play, and digital healing*. *Distributed, Ambient, and Pervasive Interactions (Lecture Notes in Computer Science)*, 587-596.
24. Smith, P. A. & **Dombrowski, M.**, (2017). *Designing games to help train children to use prosthetic arms*. 2017 IEEE 5th International Conference on Serious Games and Applications for Health (SeGAH).
25. Buysens, R., **Dombrowski, M.**, & Smith, P. A. (2016). *Designing alternative interactive techniques to aid in prosthetic rehabilitation for children*. *Advances in Affective and Pleasurable Design (Advances in Intelligent Systems and Computing)*, 647-655.

26. Buysens, R., **Dombrowski, M.**, & Smith, P. A. (2016). *Utilizing digital game environments for training prosthetic use*. *Virtual, Augmented, and Mixed Reality (Lecture Notes in Computer Science)*, 481-489.
27. **Dombrowski, M.**, & Lochner, J. (2015). *Gamification of modern society: Digital media's influence on current social practices*. *Encyclopedia of Computer Graphics and Games*, 1-5.

VII. Conference Presentations

A. Keynotes, Workshops, and Invited Presentations

1. **Dombrowski, M.** (2026), *Adobe Firefly AI Circular Strategies*. Laguna College of Art and Design (LCAD). Costa Mesa, CA. Keynote and Workshop Presenter. In-person six hour workshop.
2. **Dombrowski, M.**, & Smith, P. (2026), April. *Limbitless Game Showcase*. Full Sail Accessibility Gaming Event (Sponsored by Orlando Health), Orlando, FL. Invited Event Presenter.
3. Diefenbach, P., **Dombrowski, M.**, Kusumoto, L., Max, N., & Nelson, R. (2026), January. *SIGGRAPH PIONEERS of Computer Graphics for Medical Applications*. Invited Virtual Panel.
4. **Dombrowski, M.** (2026). *Foundations of Gen AI*. Two-Day Workshop for Arts Media and Entertainment Institute (AMEI) for Compton Educators, Los Angeles, CA. Invited Workshop Presenter.
5. **Dombrowski, M.**, Prieto, L., Ozimec, M., & Tai, S. (2025), October. *Nonprofits in a Digital-First World*. 2025 Nonprofit Day at Adobe MAX, Los Angeles, CA. Invited Panel Presentation.
6. **Dombrowski, M.** (2025). *Adobe Express with Matt Dombrowski*. Moore College of Art and Design, Philadelphia, PA. Invited Workshop Presenter.
7. **Dombrowski, M.** (2025), August. *Avatars with Impact: Inspiring Creativity Through Representation*. Adobe for Education Creative Community Week: Student Voice & Identity. Featured Speaker (Virtual).
8. **Dombrowski, M.** (2025), August. *Limbitless Solutions: Design Empowering Accessibility*. AME is Everywhere: Powered by Soundrap, Burbank, CA. Invited Podcast Speaker.
9. **Dombrowski, M.** (2025), July. *Storytelling, Avatars & Empathy in the Digital Classroom*. Adobe Creative Educator Innovator Summit. Invited Virtual Speaker.
10. **Dombrowski, M.**, & Needles, T. (2025), June. *The Art of Engagement: Blending Creativity and Technology in Education*. ISTE2025, San Antonio, TX. Invited 5-hour Workshop Speaker.
11. **Dombrowski, M.** (2025), February. *Layers*. AIGA Orlando Creative Mornings, Orlando, FL. Keynote Presentation.
12. **Dombrowski, M.** (2024), November. *Empowering through creativity and accessible technology: The power of moments and long-term storytelling*. Themed Experience and Attractions Academic Symposium, IAAPA 2024, Orlando, FL. Invited Presentation.
13. **Dombrowski, M.**, Popplewell, A., & Skidgel, J. (2024), October. *Nonprofits in a Digital World*. 2024 Nonprofit Day at Adobe MAX, Miami, FL. Invited Panel Presentation.
14. **Dombrowski, M.** (2024), July. *Limbitless Creativity*. Idaho Department of Education: Virtual MicroMax Event. Invited Virtual Keynote Presentation.
15. **Dombrowski, M.**, & **Manero, A.** (2024), June. *Limbitless Creativity*. Adobe North America Intern Summit, San Jose, CA. Invited In-Person Keynote Presentation to 600+ Interns.
16. **Dombrowski, M.** (2024), June. *Future Forward Global Challenge Webinar*. Virtual Exchange for English Language Educators (Sponsored by U.S. Dept. of State). Invited Virtual Keynote Presentation.
17. Davila, V., & **Dombrowski, M.** (2023), December. *Creative Conversations*. Adobe Live. Invited Virtual Presentation.
18. **Dombrowski, M.**, Gaskins, N., & Needles, T. (2023), December. *Artificial Intelligence and Art Education, Part I: A New Approach to Creativity*. National Art Education Association (NAEA) Webinar. Virtual Presentation.

19. **Dombrowski, M.**, & McDaniel, R. (2023), April. *Artificial Intelligence in Design*. Certiport (Pearson VUE) Webinar. Virtual Presentation.
20. **Dombrowski, M.** (2022), July. *Amplify, Advocate, Create, Inspire: Fostering Creative Learning*. Orlando Learning Summit, Orlando, FL. Regional Keynote Presentation.
21. Bjork, J., **Dombrowski, M.**, Needles, T., Parrish, K., & Wright, D. (2022), April. *Teaching Media Arts: Exploring New and Emerging Approaches*. National Art Education Association (NAEA) Webinar. Virtual Presentation.
22. Manero, A., **Dombrowski, M.**, Lynn, D., & McLinden, S. (2021), November. *How Innovation Drives Accessibility Technology*. Ideagen 17 Days of Sustainability. Invited International Virtual Panel Presentation.
23. **Dombrowski, M.** (2021). *Designing for Moments: Fostering Student Creativity*. Academy Prep EdTech Summit, Lakeland, FL. Regional Keynote Presentation.
24. **Dombrowski, M.**, Manero, A., Roitenberg, J., & Roth, J. (2021), May. *The Evolution of Design and Manufacturing*. Ideagen's Cloud, AI, and Innovation Summit Series (In Association with UN G21 Summit). Invited International Virtual Presentation.
25. **Dombrowski, M.** (2020). *Design to Empower: Limitless Possibilities*. Tyler School of Art and Architecture, Temple University. Invited Virtual Presentation.
26. **Dombrowski, M.** (2020). *Student Voice Matters*. Adobe Spark/Flipgrid Student Voice Summit, Maitland, FL. Regional Closing Keynote Presentation.
27. **Dombrowski, M.**, & Kester, A. (2019), October. *Limitless Impact*. Adobe Educator Day at Adobe MAX, Los Angeles, CA. Invited International Keynote Presentation.
28. **Dombrowski, M.** (2019). *Limitless Creativity*. Japanese Adobe Education Leaders Summit, Tokyo, Japan. Invited International Keynote Presentation.
29. **Dombrowski, M.**, & Smith, P.A. (2019). *Serious Games for Health and Rehabilitation: A Design Primer and Workshop*. Rehabilitation Psychology Conference, Orlando, FL. Invited International Keynote Presentation.

B. Conference Presentations (Refereed)

Asterisks (*) denote student co-authors.

1. **Dombrowski, M.**, Smith, P., Benjamin, E., Manero, A., (2026). (Accepted) *Engineering Empathy: A Blueprint for Interdisciplinary Art and Engineering in K-12 Education*. SIGGRAPH 2026. Educators Forum. July 2026.
2. **Dombrowski, M.**, Davila, V., (2026). (Accepted) *When Studio Is Practice: Designing Throughlines to Purpose and Profession*. AIGA Design Educators Committee (DEC). June, Dayton, Ohio. National juried conference.
3. **Dombrowski, M.**, Taylor, A., (2026). (Accepted) *Fast, Fun, and Free: Feedback Strategies for Student Engagement in Visual Storytelling*. ISTE 2026. Orlando, FL. National juried conference.
4. **Dombrowski, M.**, Needles, T. (2026). *The Art of Engagement: Blending Creativity and Technology in Education*. FETC 2025. Orlando, FL. National juried conference.
5. **Dombrowski, M.** (2025). *The Power of Layers: How Design Creates Moments, Not Just Things*. 2025 AIGA Design Conference. Los Angeles, CA.
6. **Dombrowski, M.**, Smith, P. (2025). *Gamified Learning for Accessibility: Teaching Through Play at Limitless Solutions*. SIGGRAPH 2025. Educators Forum. Vancouver, Canada.
7. **Dombrowski, M.** (2025). *Bridging and inspiring neuro and physiological diversity*. SIGGRAPH Education SOIREE 2025 Symposium. Virtual Speaker.

8. Rivera, V., Migliore, S., Williams, C.*, Sparkman, J., **Dombrowski, M.**, Smith, P., & Manero, A. (2023). Navigating ethical concerns in the future of prosthesis device development and training. 39th Southern Biomedical Engineering Conference, New Orleans, LA.
9. MacDonald, C., Williams, C., Lynn, D.*, Smith, P., **Dombrowski, M.**, Sparkman, J., & Manero, A. (2023). Evaluating the effectiveness of a video game-based training platform supporting EMG-controlled hands-free wheelchair navigation. 39th Southern Biomedical Engineering Conference, New Orleans, LA.
10. Manero, A., Smith, P., Migliore, S*., Williams, C.*, **Dombrowski, M.**, & Sparkman, J. (2023). Ethical considerations for innovation and maintenance of prostheses and other medical devices. 11th International Conference on Ethics in Biology, Engineering & Medicine, Seattle, WA.
11. Smith, P., Manero, A., **Dombrowski, M.**, MacDonald, C.*, & Sparkman, J. (2023). Using gamified virtual training to improve electromyographic control of wheelchairs. Rehabilitation Engineering and Assistive Technology Society of North America Annual Conference, New Orleans, LA.
12. Davila, V., & **Dombrowski, M.** (2022). The Bionic Kid & Limbitless Solutions: Creating artistic 3D-printed prosthetics. Wacom Connected Ink. Virtual Conference.
13. Manero, A., Smith, P., Sparkman, J., **Dombrowski, M.**, McLinden, S., MacDonald, C., Lynn, D.*, Courbin, D., & Oskarsson, B. (2022). Improving mobility independence for patients with ALS by applying electromyographic control schemes and gamified training. Northeast Amyotrophic Lateral Sclerosis Consortium (NEALS) Annual Conference, Clearwater, FL.
14. Smith, P., **Dombrowski, M.**, McLinden, S., MacDonald, C., Lynn, D.*, Sparkman, J., Courbin, D., & Manero, A. (2022). Advancing dignity for adaptive wheelchair users via a hybrid eye-tracking and electromyography training game. Symposium on Eye Tracking Research and Applications. <https://doi.org/10.1145/3517031.3529612>
15. Smith, P., **Dombrowski, M.**, McLinden, S., MacDonald, C., Lynn, D., Tran, K., Robinson, K.*, Courbin, D., Sparkman, J., & Manero, A. (2022, August). Improvement in muscle control via serious gaming for prosthetic usage. 38th Southern Biomedical Engineering Conference, New Orleans, LA. (Award Winning)
16. **Dombrowski, M.**, & Needles, T. (2022, July). Tim and Matt's Most Excellent Creative Adventure. Adobe Education Summit. Virtual Conference.
17. **Dombrowski, M.**, Gardy, J., & Ryder, D. (2022, June). Cultivating creative capacity: K-12 to higher ed. ISTE Live 22, New Orleans, LA. International Conference.
18. **Dombrowski, M.**, Gardy, J., & Ryder, D. (2022, March). Cultivating creative capacity: K-12 to higher ed. South by Southwest EDU, Austin, TX. International Conference.
19. **Dombrowski, M.** (2021, August). Limbitless possibilities: Utilizing design to educate, empower, and inspire. AIGA Design Educators Community SHIFT {ed} Virtual Summit. International Conference.
20. Smith, P., **Dombrowski, M.**, McLinden, S.*, Courbin, D., Sparkman, J., & Manero, A. (2021, December). Rehabilitative engineering via serious games to improve pediatric prosthetic usage. 37th Annual Southern Biomedical Engineering Conference. International Conference.
21. **Dombrowski, M.** (2021, July). How to foster impactful multi-disciplinary STEAM projects. Adobe Education Summit. International Virtual Conference.
22. **Dombrowski, M.** (2021, July). Creativity as an advocate for underserved communities. Adobe Education Summit. International Virtual Conference.
23. **Dombrowski, M.**, Needles, T., & Williams, J. (2021, July). Creativity for all. ISTE Live 21. International Virtual Conference.
24. **Dombrowski, M.** (2021, July). Utilizing design, illustration, and 3D printing to educate, empower, and inspire. ISTE Playground Session, ISTE Live 21. International Virtual Conference.
25. **Dombrowski, M.** (2020). Design to empower: Limbitless possibilities. Adobe AEL Japanese Summit. International Conference.

26. **Dombrowski, M.,** & Peddinti, M. (2020). Inspirational stories of innovation and perseverance. Synapse Converge. International Virtual Conference.
27. **Dombrowski, M.,** Smith, P.A., & Peddinti, M. (2020). Creating an inclusive STEAM design learning lab. South by Southwest EDU. International Virtual Conference.
28. Cheung, J., **Dombrowski, M.,** Messer, C., & Trowbridge, T. (2020). Preparing students for the creative future. Adobe Academy, Pearson VUE/Certiport. Virtual Conference.
29. **Dombrowski, M.,** Smith, P.A., Manero, A., & Sparkman, J. (2019). Designing for an inclusive VR game experience. 21st International Conference on Human-Computer Interaction (HCI 2019), Orlando, FL. International Conference.
30. **Dombrowski, M.,** Smith, P.A., & Peddinti, M. (2019). 3D-printed bionics: Creating an accessibility multiverse. MegaCon, Orlando, FL. Regional Conference.
31. **Dombrowski, M.,** & Smith, P.A. (2019). Alternate game controls for accessible design. Serious Play Conference, Montreal, Quebec & Orlando, FL. International Conference.
32. **Dombrowski, M.** (2018). The Road Less Traveled. TEDxYouth@NBPS, North Broward Prep, Boca Raton, FL. Invited TEDx Talk.
33. **Dombrowski, M.,** & Manero, A. (2018). 3DHope: Interdisciplinary STEAM design for accessibility and social impact. Adobe Max, Los Angeles, CA. International Conference.

(+18 additional presentations and workshops from 2015–2018)

C. Local/University Invited Presentations

1. **Dombrowski, M.,** & Manero, A. (2018–2025). *Honors Freshman Symposium Speaker*. Burnett Honors College, University of Central Florida.
2. **Dombrowski, M.,** Concha, M., Joseph, N., & Metzger, P. (2023, March). *Careers in Research Panel*. Student Research Week, University of Central Florida.
3. **Dombrowski, M.** (2020, December). *Plenary Speaker*. FCTL Winter Faculty Development Conference, University of Central Florida.
4. **Dombrowski, M.** (2020). *CAH Faculty Excellence Program – Excellent Teaching Workshop Speaker*. University of Central Florida.
5. **Dombrowski, M.** (2020). *Creating Alternative Authentic Online Assessments*. FCTL Teaching and Learning Day, University of Central Florida Faculty Center for Teaching and Learning.
6. **Dombrowski, M.,** & **Smith, P.A.** (2019). *Alternative Game Controllers for Accessible Design*. Press Play Conference, Orlando, FL.

VIII. Select Creative Activities

A. International Refereed Exhibitions

2026

Alt.Ctrl.GDC. Mar 2026. Game Developers Conference (GDC), San Francisco, California. [Exhibition of alternative wheelchair game *Limbitless Redline* and controller by Dombrowski, M., Smith, P., in a juried group exhibition]

2025

Alt.Ctrl.GDC. Mar 2025. Game Developers Conference (GDC), San Francisco, California. [Exhibition of alternative wheelchair game *Limbitless Redline* and controller by Dombrowski, M., Smith, P., in a juried group exhibition]

2024

Body Odyssey. 2024. Franklin Institute, Philadelphia, Pennsylvania. [Exhibit showcases two bionic arms from UCF Limbitless Solutions, highlighting the fusion of wearable technology and artistic design. The sculptures will be on loan to the exhibit through 2029 and displayed in a gallery of technological innovation within the expansive new exhibit on the human body and its quest for balance and well-being]

Alt.Ctrl.GDC. Mar 2024. Game Developers Conference (GDC), San Francisco, California. 25% acceptance rate. [Exhibition of alternative bionic training video game *Limbitless Redline* and controller by Dombrowski, M., Smith, P.A in a juried group exhibition]

2023

Adobe Max Creative Park 2023. November 2023. Invited to present a creative bionic limb installation in the Community Pavilion. Event brought over 10,000 attendees.

2022

Golden FEMI Film Festival, 6 June 2022, Sofia, Bulgaria [The videos with stereo sound *Internal (A More Tragic Case)* by Matt Dombrowski and Scott F. Hall of 100 in this juried international film festival. Courtesy of festival director Efemia Fard.]

ALC Videoart Festival 2022: MUSEOVERSE, 5 – 15 May 2022, MACA, Plaza Sta. Maria, 3, Alicante, 03002, Spain [The video with stereo sound *Internal (A More Tragic Case)* by Matt Dombrowski and Scott F. Hall chosen as an official selection for SCREENING IN GROUP in this juried international video art festival occurring at two live venues: the Museo de Aguas de Alicante and the Museo de Arte Contemporaneo de Alicante. The work is permanently retained in the collection of Las Cigarreras Cultural Center. Courtesy festival director David Delgado and organizers Alesandra Rodes and Rosa Esteban.]

2021

17th Athens Digital Arts Festival | Tactus, 20 September – 31 October 2021, 7 Fleming Str, 143 42, Nea Filadelfia, Athens, Attica 14342, Greece [The video with stereo sound *Internal (A More Tragic Case)* by Matt Dombrowski and Scott F. Hall were chosen as an official selection from a pool of over 1,400 submissions from 107 countries for **Group Screening** in this juried international digital arts festival. Courtesy Antonia Pilarinos, video art curator, and the Athens Digital Arts Festival team. Supported by the European Union Trust for Member Development, the European Territorial Cooperation Operational Program, the Arts Council of Attica, and others.]

ICAN/HANNA International Independent Film Festival, 9 – 11 April 2021, 333 StudioHouse, Studio C, Harrisburg, PA [the video with stereo sound *Internal (A More Tragic Case)* by Matt Dombrowski and Scott F. Hall Awarded **Honorable Mention** in a juried international film festival; screening occurs in the April or September event]

NAFF 2021, June 26 - July 1, 2021, 16th annual *Neum Animated Film Festival*, agava 8, NEUM 88390, Bosnia and Herzegovina [the video with stereo sound *Internal (A More Tragic Case)* by Matt Dombrowski and Scott F. Hall chosen for **Group Screening** in a juried international film festival]

2018

GDC Play. Mar 2018. Game Developers Conference (GDC), San Francisco, California. [Exhibition of alternative video game and controller by Dombrowski, M., Smith, P.A., & Buysens, R. in an invited group exhibition]

2017

SAAM Arcade. Aug 2017. Smithsonian American Art Museum, Washington D.C. [Exhibition of alternative video game and controller by Dombrowski, M., Smith, P.A., & Buysens, R. in a juried group exhibition]

2016

Abstract Mind: The International Exhibition on Abstract Art. 2016. CICA Museum, Gimpo, South Korea. [Experimental animation by Dombrowski, M. in a group exhibition]

Ephesus Street Video Art Screening. 2016. Station Square, Selcuk, Turkey. [Experimental animation by Dombrowski, M. in a group exhibition]

2015

Sahar International Short Film Festival 2015 Competition Selection. Feb. 2015. Millgate Arts Centre, Stoneswood Road, Delph Saddleworth, Greater Manchester, United Kingdom. One of 16 films was selected for the competition category of the festival. Over one thousand films were submitted, and 61 selected films were accepted for screening. Sixteen artists showed in the competition section, and 45 shorts were in one competition section. Chosen as one of the top 1.6% percentiles of applicants. [Experimental animation by Dombrowski, M. in a group exhibition]

One Minute Film & Video Festival. 2015. Aarau Stadtmuseum (municipal Museum), Schlössli, Aarau Switzerland. [Experimental animation by Dombrowski, M. in a group exhibition]

60seconds Kortfilm Festival. 2015. KoncertKirken Blågårds Plads 6A – København N., Copenhagen, Denmark. Out of 144 entries, my film was selected to compete with ten other films for the audience award and be labeled as one of the 20 best films in the festival. [Experimental animation by Dombrowski, M. in a group exhibition]

(+19 additional International Exhibitions 2008-2015)

B. National Refereed Exhibitions

2016

Filmideo 2016 at The Newark Museum. 2016. Newark Museum. Newark, NJ. [Experimental animation by Dombrowski, M. in a group exhibition]

2015

Synthetic Zero Event. December 13 – January 9, 2015. Bronx Art Space, Bronx, NY. [Experimental animation by Dombrowski, M. in a group exhibition]

TRACTIONARTS. Mar. 2015. Month-long solo screening. LA Arts District, Traction Ave, Los Angeles, CA. [Experimental animation by Dombrowski, M. in a solo exhibition]

Alternative Topographies: An Exploration of Place(s) Real, Imagined, Representational & Abstract. Feb. 2015 – Mar. 2015. Salisbury University Electronic Gallery, Salisbury, Maryland. One of 10 video

artists exhibited out of nearly 100 applications. [Digital print by Dombrowski, M. in a group exhibition]

(+23 additional National Exhibitions 2008-2015)

C. Regional/University Level Refereed Exhibitions

2020/2022/2023

UCF Art Gallery Faculty Show

2017/2018/2020

Eclectic Knights. Orlando Museum of Art, Orlando, FL, [Invited Exhibition of alternative video game and controller by Dombrowski, M., & Smith, P.A., is a group exhibition]

(+18 additional Regional/University Exhibitions 2006-2018)

D. Select Art Commissions

2017 Public Art Commission, *Spore*, large-scale digital diptych (36" W x 36" H), Giclée print. Marriott Orlando Downtown, Orlando, FL.

IX. Clinical Trials, Grant Proposals, and Funded Research Initiatives

A. Clinical Trials (Total Funding: \$452,500)

1. Trial Name: Limbitless Arm Wolfson 1 (2023-Present)
Role: **Co-Principal Investigator**
Funding: \$50,000
Description: Advanced MRI evaluation of congenital amputee motor cortex after use of a myoelectric prosthetic.
2. Trial Name: LSI Orlando Health AP - Clinical Trial A (2023-Present)
AwardID: AWD00005642
Role: **Co-Principal Investigator**
Funding: \$200,000
Description: Evaluation of Gamified Training for 3D Printed Myoelectric Prosthetic Devices in Children with Upper Congenital Limb Deficiency.
3. Trial Name: LSI Student Study (2021-Present)
AwardID: AWD00000949
Role: **Co-Principal Investigator**
Funding: \$2,500
Description: Exploring STEAM identity through Limbitless' student experiences.
4. Trial Name: Oregon Health & Science University Clinical Trial (2019-2021)
Role: **Key Personnel**
Funding: \$200,000
Description: Evaluation of 3D Printed Myoelectric Prosthetic Devices in Children with Upper Congenital Limb Deficiency.

B. Funded External Grants and Projects (Total Funding: \$3,465,000+)

1. \$416,638 (2024-present). NSF REU Site: Research Experiences in Pediatric Prosthetics. **Key Personnel.** Awarded.
2. \$12,650. (2025) US Mission Sweden, PDS. Federal Grant through US Department of State. **Key Personnel.** Awarded.
3. \$57,592 (2022-present) Creative Cloud, RS. Adobe Systems Inc. **Key Personnel.**
4. \$20,000 (2024). Limbitless a charitable donation of \$20,000 as part of the Adobe for Nonprofits Strategic Partner Program. **Principle Investigator.**
5. \$10,000 (2024). Adobe North American Internship Summit. Philanthropic general operating grant. **Principle Investigator.**
6. \$1,000.00 (2023). Adobe Firefly User Generated Customer Stories. Video production project. **Principal Investigator.**
7. \$4,774.00 (2022). FLVS SEL Project Fall 2022. **Principal Investigator.**
8. \$3,305.00 (2022). FLVS SEL Project Summer 2022. **Principal Investigator.**
9. \$3,000,000.00 Credit Split 7% (2018-2022). Increasing PTSD Treatment Efficiency Using Innovative Technological Tools. **Co-Principal Investigator.** MOMRP (Military Operational Medicine Research Program). A 3-year grant to develop a virtual reality system that integrates real-time physiological sensors to provide objective data on physiological arousal during VRET, optimizing treatment implementation, efficiency, and outcomes.
10. \$25,000.00 Credit Split 50% (2021). Shoe Design and Branding. **Co-Principal Investigator.** NBA Client. Designed brand and sneaker design for an Orlando Magic NBA Player.
11. \$14,322.00 Credit Split 50% (2018). Advergame Design: Farmageddon Football Game. Boo Radley Foundation. **Co-Principal Investigator.** Published IOS/Android game to raise awareness for canine cancer research.

C. Funded Philanthropic Grants and Projects (Total Funding: \$260,900.00)

1. \$100,000 (2023). Disney Grant recipient, Limbitless Solutions. **Co-Principal Investigator.** Grant Info: <https://www.ucf.edu/news/ucfs-limbitless-solutions-selected-as-a-2023-disney-grant-recipient/>
2. \$5,000 (2023). Adobe Philanthropic Donation. **Partnership Lead.**
3. \$85,000 (2023). Unity for Humanity Grant via Tides Foundation. *Quantum's Pursuit: Bionic Training Game.* **Principal Investigator.** There were 500 applicants and three rounds of reviewers, with only eight selected (~1% selection rate).
4. \$40,000.00 (2022). Epic Unreal Mega Grant. *Project Inventor: Bionic Training Games for Children with Limb Differences.* **Principal Investigator.**
5. \$7,500.00 (2022). (In-Kind Student Equipment Donation). **Partnership Lead.** Wacom. This funding supported facilitating the donation of industry-standard Wacom products for Limbitless Solutions. (2x Cintiq Pro 24, 2x Cintiq Pro Flex Arm, 3x Cintiq 16, 3x Cintiq 16 Adjustable stands)
6. \$30,000.00 (2022). (In-Kind Donation) **Partnership Lead.** Adobe Systems. This funding supported the transition into a new research park production facility for Limbitless Solutions.
7. \$100,000.00 (2020). (In-Kind Donation) Adobe Changemaker Collaboration Grant. **Partnership Lead.** Adobe Systems. This funding supported the transition into a new research park production facility for Limbitless Solutions.
8. \$20,000.00 (2019). Limbitless Community Partner Grant. **Principal Investigator.** Tijuana Flats Just in Queso Foundation.

D. Funded Internal Grants and Projects (Total Funding: \$361,684+)

1. \$25,000.00 (2026). Limbitless Adaptive Sports Game: Wheelchair power soccer. **Principal Investigator.** Pabst Steinmetz Foundation.

2. \$25,000.00 (2024). Limbitless Journey: ALS Games for Health Creative Jam. **Co-Principal Investigator.** Pabst Steinmetz Foundation. Funding to continue research and game jam to drive level development of a learning video game to teach ALS patients how to best use hands-free wheelchair controllers. Developed in collaboration with Nicholson School of Communication, Limbitless Solutions and Mayo Clinic Jacksonville.
3. \$25,000.00 (2019). Project Xavier Hands-Free Wheelchair Training Game. **Principal Investigator.** Pabst Steinmetz Foundation. The research and development of a learning video game to teach ALS patients how to best use hands-free wheelchair controllers developed in collaboration with Limbitless Solutions and Mayo Clinic Jacksonville.
4. \$104,361.00 (2018). Digital Media Lab Peripherals Technology Fee Grant. **Principal Investigator.** University of Central Florida/Office of Research and Commercialization.
5. \$81,302.00 (2017). Experimental Animation VR Ready Real-time Lab - Technology Fee Grant. **Principal Investigator.** University of Central Florida/Office of Research and Commercialization.
6. \$73,620.00 (2017). Digital Media Fundamentals Imaging Equipment -Technology Fee Grant. **Principal Investigator.** University of Central Florida/Office of Research and Commercialization.
7. \$30,000.00 (2017). Instrumented Interface for Prosthetic Training Games PLANT Grant. College of Arts & Humanities Research Incentive Seed Funding. **Co-Principal Investigator & Project Manager.** Developed gamified training to study the effectiveness of alternative controllers for children (6-17 years) with limb differences.
8. \$12,250.00 (2014). Interactive Game Therapy: Narrative Therapeutic Interactive Prototype. **Principal Investigator.** College of Arts and Humanities research incentive reward.
9. \$7,500.00 (2014). Game Therapy: Interactive Digital Applications in Effort to Aid Child Therapy. **Principal Investigator.** University of Central Florida/Office of Research and Commercialization. Creation of a gamified interactive therapy prototype to present to various healthcare institutions. The prototype is based on therapeutic techniques where a child will help communicate with the therapist about their feelings in certain situations.
10. \$2,650.00 (2010/2014). Life@UCF Grant. **Principal Investigator.** Life (Learning Institute for Elders).

X. Teaching and Advising

A. Notable Teaching-Related Accomplishments

- **BFA Emerging Media Animation & Visualization Track Capstone Exhibition Leadership (Ongoing)**
 - Organize and curate the BFA Animation & Visualization Capstone Exhibition at the UCF Art Gallery across six consecutive spring semesters. Responsibilities include development of all promotional materials, exhibition layout design and facilitation of a week-long public showcase featuring work from **over 500 BFA Emerging Media Undergraduate students.**
- **Multiple Course High-Impact Designation**
 - ART 4971 Animation Thesis Exhibition approved as a **High-Impact Practice (HIP)** course.
- **Course Quality Recognition**
 - Earned **Center for Distributed Learning (CDL) High Quality Course Distinction** for: GRA2101C, GRA4802C, ART3857
- **Undergraduate Research Mentorship (Ongoing)**
 - Mentored and employed undergraduate students in high-profile, externally partnered research initiatives with organizations including: Microsoft, Ubisoft, NBA/Orlando Magic, Riot Games, Wacom, Autodesk, Adobe, and UCF Restores.
- **Curriculum Development and Program Innovation (2021-Present)**

- Revised BFA Emerging Media: Experimental Animation track curriculum to Animation and Visualization track.
- Created the BFA Animation & Visualization Portfolio Review process
- Developed a professional practices cornerstone course aligned with the BFA Capstone to strengthen career readiness and learning outcomes
- **National Program Recognition (2020-2025)**
 - **Animation Career Review:** 2026 ranking of #19 in the Top 50 Animation Schools and Colleges in the U.S., #5 Public Animation Schools and Colleges in the U.S, #3 Animation Schools and Colleges in the South US.
 - Led development of materials contributing to national ranking by Animation Career Review, achieving **#2 Public Institution Animation Program in the U.S.**
- **Program Restructure (2018)**
 - Co-led curricular restructuring of the **B.A. in Games and Interactive Media** program

B. Graduate Courses Taught

DIG6546 Previsualization & Concept Development, ART 6683C Time Arts

C. Undergraduate Courses Taught

Lower Division, Large Classes (*over 75 persons*)

DIG 2000 Introduction to Digital Media, DIG 2030 Digital Video Fundamentals, GRA 2101c Introduction to Computer Art, DIG 2109 Digital Imaging Fundamentals, DIG 2783 Fundamentals of Game Art

Upper Division, Large Classes (*over 75 persons*)

DIG 3043 Evolution of Video Games, ART 3628 EA Professional Practice, ART 3659C The Art of AI, ART 3952 Experimental Anim Portfolio, FIL 4040 Animation Film History for Non-Film Majors, DIG 4780 Modeling for Real-time Systems, GRA4802 Motion Design, ART4971 Experimental Animation Thesis

Upper Division, Medium Classes (*under 75 persons*)

DIG3111 User-Centered Design

Lower Division, Small Classes (*under 35 persons*)

ART 2201C 2D Design Fundamentals, ART 2203C 3D Design Fundamentals

Upper Division, Small Classes (*under 35 persons*)

FIL 3020C Introduction to Animation, GRA 3202 Type & Design, ART 3643C Digital Effects & Composition, ART 3618 Post-Production Design, ART 3951 Design Intensive, FIL 3734C Intermediate Animation, GRA 3803C Intermediate Computer Graphic Design, DIG4323C Modeling for Visual Language, DIG 4324C Modeling for Realtime Systems 2, DIG4325C Look Modeling Workshop, FIL 4735C Advanced Experimental Animation, FIL 4750C Experimental Animation Workshop, ART 4912 Research, ART 4935 Senior Thesis, ART 4903H Hon Direct RDG I Internship Supervision, Independent Research Studies

D. Scholarship of Teaching and Learning

I. Professional Development Leadership

2022–Present Adobe + Edge Gain Professional Development SME (Virtual)

Designed and delivered large-scale professional development programming for K–12 and Higher Education educators focused on digital media, accessibility, and generative AI integration using Adobe Creative Cloud tools.

- Delivered **150+ sessions** across U.S. school districts, universities, and international networks
- Reached **thousands of educators** across the U.S., Europe, Australia, and EMEA regions
- Led multi-session training series for major partners including: Arizona State University, Berkeley Unified School District, Gwinnett County Public Schools, Prince George’s County Public Schools, NYC DOE, Baltimore County, Pomona Unified

Selected Engagements

2026

- Arizona State University, *Accessibility and Inclusive Design Series* (multiple sessions, Adobe CC and Express)
- Berkeley Unified School District, *Premiere Pro and Photoshop Certification Series* (multiple sessions)
- Gwinnett County Public Schools, *CTAE Adobe Express Training Series (6 of 6)*
- Adobe Channel Webinars (International), Generative AI and multilingual learning in HED
- Prince George’s County Schools, AI integration and multilingual learning workshops
- Baltimore County, *Creative Pathways with Adobe Skills*

2025

- Adobe Education Institute (EMEA), sessions reaching **150–250+ educators across 12 European nations**
- NYC DOE, district-wide training in Adobe Express, Premiere Pro, and Generative AI
- Gwinnett County Public Schools, *After Effects, InDesign, and Creative workflows series*
- Orange County Public Schools (FL), Visual and Performing Arts training
- Multiple ACP certification training series for Berkeley USD (Premiere Pro, Photoshop)

2024

- International regional sessions (Australia, US Pacific, UK BST, EMEA) on portfolios, storytelling, and generative AI
- NYC DOE, extensive multi-session Adobe Express and Creative Cloud training
- Highlands County Schools, in-person K–12 training (3 sessions)
- Adobe Education Institute (EMEA/UK), productivity and advanced workflows

2023

- University of Alabama, University of Louisville, and national faculty training series
- Baltimore City Schools, Adobe Express and infographic training
- New Mexico statewide workshops, including **3-day video production institute**
- Anchorage School District, Clark County, Howard County, and others

2022

- National K–12 district training including New Mexico, Highline, Collier County, and Olentangy
- Adobe October Bootcamp series, multiple sessions on storytelling, design, and classroom integration

A. Instructional Design and Certification Content Development

2019–Present

Content Developer, Edge Gain Ltd.

Designed curriculum and video-based learning materials supporting Adobe Certified Professional (ACP) certification pathways for K12 educators.

2025 Developed full ACP training suite for Adobe Express, Premiere Pro, Photoshop, and After Effects

2024 Developed certification-aligned courses and video instruction for: Adobe After Effects, Photoshop, and Premiere Pro

2023 Instructional Designer, *EGO Teach CC for Certification*. Created three full educator-facing courses (Premiere Pro, After Effects, Animate)

2019–2020 Edge Gain Tutor, K–12 educator training in educational technology. Delivered multi-session training in video production, motion graphics, branding, and photography

B. Faculty Development and Invited Teaching Presentations

2025 - 2026 Delorenzo, F., Dombrowski, M. *Start Strong: Making Meaningful Course Intro Videos*, UCF Faculty Media Center. 2 sessions delivered for fall and spring.

2024 Invited Guest Presenter, UCF Faculty Learning Community. *Blended Learning Teaching Methods in Higher Education*

2022 Guest Speaker, UCF Faculty Center for Teaching and Learning. *Creativity in the Classroom with Adobe Express*

2020 Plenary Speaker, UCF Winter Faculty Development Conference

2020 Speaker, UCF Teaching and Learning Day *Creating Alternative Authentic Online Assessments*

2020 Workshop Speaker, UCF Faculty Excellence Program

C. Professional Service, Panels, and Industry Engagement

2022 Judge, Certiport Adobe Certified Professional National Championship, Dallas, TX

2021 Judge, Certiport Adobe Certified Associate World Championship

- Evaluated entries from **65,000+ students across 15 countries**, selected top finalists

2021 Roundtable Moderator, Adobe Education Summit

- Topics: industry engagement, virtual learning, blended pedagogy

2022 Panelist, American Canyon High School Career Day, Napa Valley, CA

2021 Guest Speaker, Napa Junction Virtual Career Day

Outreach, Community Engagement, and STEAM Education

2020 Speaker, AEComicsVX Webinar, U.S. Department of State

- Engaged educators from **15 countries** on comics and education

2020 Limbitless STEAM Presentation, Michigan State Engineering

2019 Virtual Speaker, stemCONNECT

- Presented to **300+ K-12 students** on STEAM careers

2019 Limbitless STEAM Camp, Osceola County Schools

2020 ACM SIGGRAPH Student Portfolio Reviewer

II. Professional Development as a Learner

2016–present Adobe MAX Conference

2024- present Adobe Creative Education Innovators Summer Summit (Virtual)

2025 AIGA National Conference

2023 Adobe Higher Education Executive Roundtable, Orlando, FL

2020 SoTL Mentoring Course Innovation Project, UCF

2020 Faculty Center Summer Workshop, UCF

2020, 2018 Adobe Creative Campus (San Diego; University of Utah)

2019 Adobe Education Leader North American Summit

2018 Virtual Reality Course Innovation Program, UCF

III. Interviews and Media Coverage (Teaching-Related)

2023 [Forbes](#). Recognized in Adobe's *Creators to Watch*, highlighting innovation in AI and digital art

2022 *K12 ArtChat Podcast*, Episode 90

2021 *Design Together Podcast*, Episode 6

2020 *Fostering Creativity: 21st Century Skills in STEAM Education*, SchoolRubric

E. Undergraduate Directed Research, Mentorship, and Advising

I. Undergraduate Directed Research

2026

National Conference on Undergraduate Research (NCUR), USA – Oral Presentations

- Bennett, S., Royer, J., Pradeep, M., Lalle, A., Gunnell, D., Bell, E., Senthil, P., Nemati, A., Smith, Peter., Dombrowski, M., Sparkman, J., Manero, A. (2026). Evaluating enjoyment and social connectivity in gamified training designed for upper limb prostheses [Poster Presentation]. National Conference on Undergraduate Research (NCUR), Richmond, Virginia, Limbitless Solutions, University of Central Florida.

Florida Undergraduate Research Conference (FURC) – Poster Presentations

- Da Vera Cruz, A., Keys, A., Smith, S., Moffitt, A., Rivera, V., Dombrowski, M., Smith, P., Sparkman, J., Turgut, D., & Manero, A. (2026). Bionic beach: A gamified approach to traditional dexterity training [Poster presentation]. Florida Undergraduate Research Conference (FURC 2026), Jacksonville, FL, United States.
- Khan, N., Chalom, H., Arroyo Rodriguez, V., Smith, P., Dombrowski, M., Sparkman, J., & Manero, A. (2026). Glowing prosthetics: Enhancing user prosthetic customization using 3D artistic elements [Poster presentation]. Florida Undergraduate Research Conference (FURC 2026), Jacksonville, FL, United States.

UCF Student Scholar Symposium Poster Presentations

- Lalle, A., Bell, E., Stevenson J., Pradeep, M., Bennett, S., Gunnell, D., Rivera, V., Migliore, S., Smith, P., Dombrowski, M., Sparkman, J., Manero, A. (2026). Electromyographic Upper Limb Prostheses Usability Evaluation for Implementing Multi-gesture Controls. UCF Student Scholar Symposium (SSS 2026), Orlando, FL, United States.
- Stevenson, J., Oliver, G., Bequette, G., Royer, J., Moffitt, A., Smith, P., Dombrowski, M., Sparkman, J., Manero, A. (2026). Quantum’s Pursuit: Exploring how a gamified environment contributes to prosthesis training. UCF Student Scholar Symposium (SSS 2026), Orlando, FL, United States.
- Khan, N., Chalom, H., Arroyo Rodriguez, V., Smith, P., Dombrowski, M., Sparkman J., Manero, A. (2026). Illuminated Prostheses: Enhancing Prosthesis Customization Using 3D Artistic Elements. UCF Student Scholar Symposium (SSS 2026), Orlando, FL, United States.
- Bennett, S., Pradeep, M., Lalle, A., Gunnell, D., Senthil, P., Smith, P., Dombrowski, M., Sparkman, J., Manero, A. (2026). Evaluating Enjoyment and Social Connectivity in Gamified Training Designed for Upper Limb Prostheses. UCF Student Scholar Symposium (SSS 2026), Orlando, FL, United States.

- Da Vera Cruz, A., Keys, A., Smith, S., Moffitt, A., Rivera, V., Dombrowski, M., Smith, P., Sparkman, J., Turgut, D., & Manero, A. (2026). Bionic beach: A gamified approach to traditional dexterity training. UCF Student Scholar Symposium (SSS 2026), Orlando, FL, United States.

UCF Creative Showcase

- *Winner Peoples Choice*: Khan, N., Chalom, H., Inglis Z., Arroyo Rodriguez, V., Dombrowski, M., Sparkman, J., Manero, A. (2026). Illuminated Prosthetics: Enhancing User Customization Using 3-D Artistic Elements. Oral Presentation, Student Scholar Symposium Creative Showcase (SSS 2026), Orlando, FL, United States.
- *Winner Peoples Choice*: Stevenson, J., Oliver, G., Bequette, G., Royer, J., Moffitt, A., Smith, P., Dombrowski, M., Sparkman, J., Manero, A. (2026). Quantam's Pursuit: Exploring How Gamified Environments Contribute to Prosthesis Training. Oral Presentation, Student Scholar Symposium Creative Showcase (SSS 2026), Orlando, FL, United States.

2025

National Conference on Undergraduate Research (NCUR), USA – Oral Presentations

- *A Standardized Approach for Evaluating Electromyographic Multi-Gesture Prosthesis Control*. Lalle, A., Migliore, S., Stevenson, J., Swiersz, A., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., & Manero, A.
- *Assessing Qualitative Perspectives for a Novel Hands-Free EMG Controller Training Platform*. Pradeep, M., Gunnell, D., Senthil, P., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., & Manero, A.

Northeast Amyotrophic Lateral Sclerosis Conference

- Gunnell, D., Pradeep, M., Da Vera Cruz, A., Senthil, P., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., Manero, A. (2025). The Usability of a VR Serious Training Game for Empowering ALS Patients [Poster Presentation]. Northeast Amyotrophic Lateral Sclerosis Conference (NEALS), Clearwater, Florida, USA

Southern Biomedical Engineering Conference

- Bennett, S., Pradeep, M., Royer, J., Gunnell, D., Lalle, A., Bell, E., Senthil, P., Nemati, A., Smith, P., Dombrowski, M., Sparkman, J., Manero, A. (2025, September). Gamified EMG Training for Prosthesis Control: Impact of Multiplayer Modes on Enjoyment and Social Engagement [Poster presentation]. Southern Biomedical Engineering Conference (SBEC), USA.

UCF Summer Poster Showcase

- Keys, A., Da Vera Cruz, A., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., Manero, A. (2025) Gamifying Occupational Therapy for Prosthetic Training. [Poster presentation]. UCF Summer Research Showcase, Orlando, FL, USA.

Biomedical Engineering Society

- Lalle, A., Stevenson, J., Gunnell, D., Migliore, S., Bell, E., Bennett, S., Pradeep, M., Senthil, P., Swiersz, A., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., & Manero, A. (2025). Evaluating usability for increasing prosthetic gesture states using electromyographic control. Biomedical Engineering Society (BMES) Annual Meeting, USA.

American Orthotic & Prosthetic Association (AOPA) National Assembly

- Lalle, A., Stevenson, J., Gunnell, D., Migliore, S., Bell, E., Bennett, S., Senthil, P., Pradeep, M., Swiersz, A., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., & Manero, A. (2025). Standardizing multi-gesture electromyographic training to improve prosthesis outcomes and patient engagement. American Orthotic & Prosthetic Association (AOPA) National Assembly, USA. (Oral Presentation).

RESNA – Rehabilitation Engineering and Assistive Technology Society of North America – Oral Presentations

- *Applications of Virtual Reality in Assistive Technology*. Smith, P., Dombrowski, M., Lalle, A., Da Vera Cruz, A., Migliore, S., Rivera, V., Sparkman, J., & Manero, A.
- *Using Gamified Virtual Training to Improve Electromyographic Control of Wheelchairs*. Smith, P., Dombrowski, M., Pradeep, M., Gunnell, D., Senthil, P., Rivera, V., Sparkman, J., & Manero, A.

AHFE – Applied Human Factors and Ergonomics – Poster Presentations

- *Evaluating the Complexity of Wearable Electromyographic Multi-Gesture Control Capabilities*. Lalle, A., Migliore, S., Pradeep, M., Bennett, S., Bell, E., Stevenson, J., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., & Manero, A.
- *Assessment of a Novel EMG Controller Training Platform for a Hands-Free Wheelchair Interface*. Pradeep, M., Gunnell, D., Senthil, P., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., & Manero, A.

Florida Undergraduate Research Conference (FURC) – Poster Presentations

- *Evaluation of Usability and Perceptions for a Temporalis Muscle-Based EMG Wheelchair Controller*. Pradeep, M., Gunnell, D., Senthil, P., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., & Manero, A.
- *Electromyographic Protheses: A Novel Approach to Evaluate and Train Multi-Gesture Controls*. Lalle, A., Migliore, S., Stevenson, J., Swiersz, A., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., & Manero, A.
- *Iterative Dialogue of Themed Design for Prosthetics*. Chen, N., Arroyo Rodriguez, V., Cardona, D., Khan, N., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., & Manero, A.

UCF Student Scholar Symposium – Poster Presentations

- *From Blocks to Virtual Reality: Comparison of Hand Dexterity Evaluation*. Migliore, S., Da Vera Cruz, A., Bell, E., Bennett, S., Lalle, A., Smith, P., Dombrowski, M., Sparkman, J., & Manero, A.
- *Limbless Journey: Advancing Stress-Free Training through VR and MR Gaming*. Da Vera Cruz, A., Senthil, P., Smith, P., Dombrowski, M., Sparkman, J., & Manero, A.
- *Assessing Qualitative Perspectives of a Novel Hands-Free EMG Controller Training Platform*. Pradeep, M., Gunnell, D., Senthil, P., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., & Manero, A.
- *Electromyographic Prostheses: A Novel Approach to Evaluate and Train Multi-Gesture Controls*. Lalle, A., Migliore, S., Stevenson, J., Swiersz, A., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., & Manero, A.

2024

UCF Student Scholar Symposium – Poster Presentations

- *Serious Game-Based Training for Improved Utilization of a Novel Temporalis EMG Interface for Controlling Powered Wheelchairs* [Judges' Choice Award]. MacDonald, C., Pradeep, M., Smith, P., Dombrowski, M., Sparkman, J., Manero, A.
- *Limbless Journey: Promoting Stress-Free Learning Through Cozy Gaming* [Enhancing Lives Showcase]. Martin, A., Gass, E., Henderson, C., Smith, P., Dombrowski, M., Sparkman, J., Manero, A.
- *Redline: A Novel Game-Based Training for Individuals with Limb Differences* [Enhancing Lives Showcase]. Oliver, G., Royer, J., Smith, P., Dombrowski, M., Sparkman, J., Manero, A.
- *Breaking Stigma Through the Use of Artfully Designed Prosthetics* [Judges' Choice Award]. Robinson, K., Arroyo Rodriguez, V., Chen, N., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., Manero, A.
- *Creative Placemaking: Prosthesis Design's Role in Enhancing Dialogue Around Limb Difference*. Rivera, V., Arroyo Rodriguez, V., Chen, N., Robinson, K., Urquhart, A., Surrentini, A., Dombrowski, M., Smith, P., Sparkman, J., Manero, A.
- *Preliminary Insights from Multi-Year 3D Printed Prosthesis Clinical Trial*. Barnum, E., MacDonald, C., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., Chi, A., Dunbar, K., Yee, R., Manero, A.
- *Assessment of Training Game for Hands-Free Wheelchair Control* [Judges' Choice Award]. Williams, C., MacDonald, C., Pradeep, M., Barnum, E., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., Manero, A.

Florida Undergraduate Research Conference (FURC), Jacksonville – Poster Presentations

- *Breaking Stigma Through the Use of Artfully Designed Prosthetics*. Robinson, K., Arroyo Rodriguez, V., Chen, N., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., Manero, A.

- *Assessment of Training Game for Hands-Free Wheelchair Control*. Williams, C., MacDonald, C., Pradeep, M., Barnum, E., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., Manero, A.

NCUR 2024 – National Conference on Undergraduate Research (Oral Presentations)

- *Breaking Stigma Through the Use of Artfully Designed Prosthetics*. Robinson, K., Arroyo Rodriguez, V., Chen, N., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., Manero, A.
- *Assessment of Training Game for Hands-Free Wheelchair Control*. Williams, C., MacDonald, C., Pradeep, M., Barnum, E., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., Manero, A.

2023

Southern Biomedical Engineering Conference (SBEC) – Oral Presentations

- *Navigating Ethical Concerns in the Future of Prosthesis Device Development and Training*. Rivera, V., Migliore, S., Williams, C., Sparkman, J., Dombrowski, M., Smith, P., Manero, A.
- *Evaluating the Effectiveness of a Video Game-Based Training Platform Supporting EMG-Controlled Hands-Free Wheelchair Navigation*. MacDonald, C., Williams, C., Lynn, D., Smith, P., Dombrowski, M., Sparkman, J., Manero, A.

UCF Student Scholar Symposium – Poster Presentations

- *Art in Pediatric Prosthetic Limbs: Methods and Creative Design [Judges' Choice Award]*. Robinson, K., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., Manero, A.
- *Hands-Free Wheelchair Control for ALS Patients Utilizing Electromyography and Gamified Training*. MacDonald, C., Peterson, E., Tran, K., McLinden, S., Lynn, D., Smith, P., Dombrowski, M., Sparkman, J., Oskarsson, B., Manero, A.

RESNA Conference 2023 – Oral Presentation

- *Using Gamified Virtual Training to Improve Electromyographic Control of Wheelchairs*. Smith, P., Manero, A., Dombrowski, M., MacDonald, C., Sparkman, J.

International Conference on Ethics in Biology, Engineering & Medicine

- *Ethical Considerations for Innovation and Maintenance for Prosthesis and Other Medical Devices*. Manero, A., Smith, P., Migliore, S., Williams, C., Dombrowski, M., Sparkman, J.

Northeast ALS Consortium (NEALS) – Poster Presentation

- *Improving Mobility Independence for Patients with ALS by Applying Electromyographic Control Schemes and Gamified Training*. Manero, A., Smith, P., Sparkman, J., Dombrowski, M., MacDonald, C., Williams, C.

UCF Enhancing Lives Showcase

- *Art in Pediatric Prosthetic Limbs: Methods and Creative Design* [Selected for Showcase Cover]. Robinson, K., Rivera, V., Smith, P., Dombrowski, M., Sparkman, J., Manero, A.

2022

FURC / UCF Student Scholar Symposium – Poster Presentation

- *Utilizing Electromyographic (EMG) Video Game Controllers to Improve Outcomes for Prosthesis Users* [UCF Award Winning]. McLinden, S., MacDonald, C., Lynn, D., Tran, K., Robinson, K., Dombrowski, M., Smith, P., Courbin, D., Sparkman, J., Manero, A.

UCF Biionix Cluster Symposium

- *Evaluating Upper Limb Myoelectric Gamified Training for Enhanced Discretization of Muscle Contractions*. McLinden, S., MacDonald, C., Lynn, D., Tran, K., Robinson, K., Smith, P., Dombrowski, M., Courbin, D., Sparkman, J., Manero, A.
- *Temporalis Myoelectric Interface for Power Wheelchairs and Novel Training Methods*. Lynn, D., MacDonald, C., McLinden, S., Smith, P., Dombrowski, M., Sparkman, J., Courbin, D., Oskarsson, B., Manero, A.

II. Animation & Visualization External Class Outcomes

The USS NOVA(2023) **Director** of Undergraduate Animation student-created film. Outcomes: Official selections: Animated Expressions Expo

Roommate Roulette (2023) **Director** of undergraduate Experimental Animation student-created film. Outcomes: Official selections: Finalist, Student World Impact Film Festival

Atrophy (2022). **Director** of undergraduate Experimental Animation student-created film. Outcomes: Official selections: Panama Series Festival (international), streetside cinema/ NC, Miami 4 Social Change Youth Film Festival, Melrose Film Festival, FL. Semi-Finalist Serbest International Film Festival (SIFF) Serbia (international). Honorable Mention Student World Impact Film Festival.

III. Burnett Honors in Major Undergraduate Mentees

- Anna Kester, B.F.A. Studio Art & Honors in the Major Thesis Scholarship winner. (Thesis Chair). Winner of the 2020 Founders' Day Outstanding Honors Undergraduate Thesis Award.
- Alexis Lambert is a funded Burnett Research Scholars Program Mentee Award Winner, Limbitless Solutions. B.F.A. Emerging Media Experimental Animation & B.A. Digital Media Game Design.

XI. Service and Professional Leadership

A. Administrative and Program Leadership

- **2023–Present** | **Assistant Director**, School of Visual Arts and Design (SVAD)
- **2019–Present** | **Area Coordinator**, Emerging Media BFA: Animation & Visualization track
- **2023–Present** | **Faculty Mentor**, SVAD (S. Toth, A. Taylor, D. Dukes)
- **2021–Present** | **Chair**, SVAD Instructor/Lecturer Promotion Committee

- 2020–2025 | **Founding Member & Chair (2025)**, Barbara Truman Award for Excellence in Blended Teaching
- 2025 | **Co-Lead**, SVAD PIXEL Project (Marketing Visualization Team)
- 2018–2021 | **Curriculum Developer**, B.A. Games and Interactive Media & Experimental Animation

B. Search Committee Leadership

- 2025 | **Member**, Assistant Professor, Emerging Media Search
- 2025 | **Member**, MS Themed Experience Search Committees (Design/Production & Project Management positions)
- 2024 | **Chair**, Lecturer/Instructor, Emerging Media Search
- 2024 | **Chair**, Marketing Coordinator Specialist I Search
- 2019–2023 | **Chair**, Animation Faculty Searches (Three separate searches)
- 2015–2018 | **Chair**, Assistant Professor (Graphic Design) and Instructor (Animation) Searches
- 2016–2024 | **Chair**, Staff Search Committees (Marketing Coordinator, Office Assistant)

C. Professional Service to the Discipline

- 2021–2025 | **Subject Matter Expert (SME) & Item Writer**, Certiport Adobe Certified Professional Exams for Certiport Premiere Pro, After Effects and Firefly Certifications
- 2024 | **Member**, AP Artificial Intelligence Policy Working Group, College Board
- 2018–2025 | **Judge**, Adobe / Certiport World Championships
- 2016–2018 | **External Program Reviewer**, Fairleigh Dickinson Univ. & Georgia Southern Univ.
- 2020–2021 | **Round Table Moderator & Expert**, Adobe Education Summit / Creative Educator Series
- 2016, 2019 | **Technical Manuscript Reviewer**, Routledge and Focal Press
- 2019–2020 | **Organizing Committee Member**, Serious Games Showcase & Challenge, I/ITSEC

D. University, College, and School Service

I. University Service

- 2020–2025 | **Founding Member & Chair**, Barbara Truman Award for Excellence in Blended Teaching
- 2019–2025 | **Member**, Chuck D. Dziuban Award for Excellence in Online Teaching Selection Committee
- 2025 | **Speaker**, Digital Media Curriculum Alignment Meeting
- 2025 | **Co-Presenter**, Nicholas Media Center: Course Introduction Video Sessions
- 2025 | **Participant**, HiTA and ICS Pilot Program
- 2024 | **Member**, CDL Faculty Engagement Planning Group
- 2020 | **Expert Reviewer**, UCF Essentials of Online Teaching (EOT) Program
- 2020 | **Member**, Faculty Senate IT Committee
- 2017 | **Member**, UCF/VC “Nuts and Bolts” Academic Excellence Team

- 2012–2020 | **Member**, Campus Art & Acquisitions Committees (Engineering, CSEL, Downtown Campus)

II. College Service (College of Arts and Humanities)

- 2025–Present | **Member**, AI Pedagogy Committee (AACU Institute on AI team)
- 2023 | **SVAD Representative**, CAH IT SVAD Technology Liaison Committee
- 2025 | **Member**, MS Themed Experience Search Committees (Design/Production & Project Management positions)
- 2022 | **Reviewer**, SPA Director Michael Wainstein’s 5-Year Review
- 2020–2021 | **Member**, College of Arts & Humanities TIP Committee
- 2016–2017 | **Member**, History Department Chair Search Committee

II. School Service (School of Visual Arts and Design)

Administrative Leadership

- 2023–Present | **Assistant Director**, UCF School of Visual Arts & Design
- 2019–Present | **Area Coordinator**, Emerging Media BFA: Animation & Visualization Track
- 2021–Present | **Chair**, SVAD Instructor/Lecturer Promotion Committee
- 2013–Present | **Chair**, SVAD Marketing and Retention Committee
- 2025 | **Chair**, SVAD Communications and Planning Committee
- 2025 | **Co- Lead**, SVAD PIXEL Project (Marketing Visualization Team)
- 2011–2016 | **Chair**, JR Hopes Scholarship Committee (Over \$50,000 awarded)

School Committees

- 2025-2026 | **Chair**, SVAD Planning and Communication Committee
- 2025-2026 | **Member**, Assistant Professor, Emerging Media Search
- 2020–Present | **Member**, School Promotion & Tenure Committee
- 2021–Present | **Member**, Animation/VFX MFA Admissions Committee
- 2021–Present | **Chair**, SVAD Animation and Visualization Portfolio Committee
- 2024–Present | **Member**, AESP Revision Committee

E. Community Outreach and Public Service

- 2022–2025 | **Organizer & Showrunner**, Graphic Design & Animation Showcase at Dr. Phillips Center
- 2019–Present | **Industry Speaker**, stemCONNECT and Napa Junction K–12 STEAM Outreach
- 2020 | **Guest Expert**, U.S. Department of State English Access Program
- 2018–2019 | **Judge**, PTA Reflections Art Contest, Stenstrom Elementary

XII. Professional Memberships & Certifications

Professional Organizations & Boards

- SIGGRAPH Pioneer

- **Pearson Certiport:** CERTIFIED Ambassador
- **Adobe Education Leader (AEL) and Adobe Partner by Design (PBD), Adobe Creative Education Innovator and Adobe Express Ambassador**
- **Advisory Board Member**, Take Action Global
- **Member**, American Institute of Graphic Arts (AIGA)
- **Member**, International Society for Technology in Education (ISTE)

Technical Certifications

- **Seven Adobe Certified Professional Certifications:**
 - Document Creation and Management Using Adobe Acrobat Pro
 - Content Creation and Marketing Using Adobe Express
 - Print and Digital Media Publication using Adobe InDesign 2024 (v 19.x)
 - Graphic Design and Illustration using Adobe Illustrator 2024 (v 28.x)
 - Visual Design using Adobe Photoshop 2024 (v 25.x)
 - Digital Video using Adobe Premiere Pro 2023 (v 23.x)
 - Visual Effects and Motion Graphics using Adobe After Effects 2023 (v 23.x)
- **Autodesk Maya Certified User**
- **UCF: IDL6543 Interactive Distributed Learning Certification**