

Robin J. Smith, M.F.A.

213-235-5862 • robinjanelsmith@gmail.com • [linkedin.com/in/robinjanelsmith](https://www.linkedin.com/in/robinjanelsmith)

SUMMARY

Educator, interdisciplinary digital artist, and programmer with experience teaching and developing graduate and undergraduate courses in creative coding, digital art, web development, communication and multimedia production, as well as experience teaching K-12 students in introductory digital media and programming courses.

EDUCATION

M.F.A. in Digital Arts – Goucher College, Baltimore, MD, 2019

M.A. in Communication, Cinema & Television Arts – Regent University Virginia Beach, VA, 2007

B.S. in Music Engineering Technology – Hampton University, Hampton, 2005

HIGHER ED TEACHING EXPERIENCE

University of Maryland Global Campus – Largo, MD

Adjunct Professor | October 2018 - Present

Course Coordinator – Game Design I

Teaches undergraduate students in the Digital Media and Web Technology Program including Image Editing, as well as Digital Media and Society, a course that teaches students how digital media has transformed the communication of ideas in society and to make responsible choices in the creation and consumption of digital media based on awareness of global, social, ethical, and legal contexts. Classes have been conducted both online as well in a hybrid format – meeting in person with students once a week and delivering the rest of the course online.

As a Course Coordinator, develops and maintains curriculum using Open Educational Resources (OERs), ensures alignment of course outcomes with program objectives, and facilitated course assessment through project design and grading rubrics. Managed and updated the Learning Management System, coached faculty, and created training materials to enhance course delivery. Additionally, collaborates with the Web & Digital Design Program Director to refine course content and outcomes, supporting continuous program improvement.

Southern New Hampshire University – Largo, MD

Adjunct Professor | August 2021 – May 2023

Taught undergraduate students in the Interdisciplinary Studies Program in fully online environment. Demonstrated expertise in the intersection of technology and society through the successful facilitation of IDS 403: Technology and Society course.

Goucher College – Baltimore, MD

Adjunct Faculty | July 2019 – May 2021

Taught courses in web development to graduate students in the MA and MFA Digital Arts program. Redesigned the DA 610: Media on the Internet course, a 3-credit part-practical, part-theoretical course that teaches students at Goucher College how to use HTML and CSS to create website and internet art pieces designed specifically for the web browser. Students also receive an introduction to content management systems via WordPress, as well as

gain knowledge on internet art history and remix culture through projects and artwork critiques. Courses are delivered to students exclusively online.

Hampton University Honors College – Hampton, VA
Adjunct Instructor | August 2018 – May 2019

Taught students in the Hampton University Honors College program how to develop personal websites for professional use using the WordPress platform. Students learned the basics of using a CMS (content management system) and learned how to add useful plugins to enhance the content of their website. Taught basic design principles and how to choose the best fonts, colors, images and layouts to help them to stand out and effectively convey their chosen message.

Bryant & Stratton College – Hampton, VA
Adjunct Communication Instructor | September 2013 – Aug 2014

Taught courses in Public Speaking and Information Literacy & Research; Students were taught how to deliver oral presentations and assess the communication process, and how to access, evaluate, and synthesize acquired research and the impact of technology on research, respectively. Prepared appropriate syllabi, develops lectures, discussions, and other presentations or activities to enhance the student's educational experience. Developed and executed appropriate methods of evaluating students' performance.

COURSES & SEMINARS TAUGHT

CMST 315 – Game Design I
University of Maryland Global Campus, Web & Digital Design Program

A hands-on, project-based introduction to 3D video game design and programming fundamentals. The aim is to use an industry-standard 3D game engine to create a game from concept to final product. Topics include 3D game engines, 3D game design, gameplay mechanics, sound effects, C# programming, project management, 3D physics and user interface design.

CMST 301 – Digital Media and Society
University of Maryland Global Campus, Web & Digital Design Program

A survey of technological advancements in the field of digital media and their impact. The objective is to explain how digital media has transformed the communication of ideas in society and to make responsible choices in the creation and consumption of digital media based on awareness of global, social, ethical, and legal contexts. Topics include social media, the visual display of information, ethics and privacy, participatory media, and the impact of digital media on culture.

CMST 325 – Image Editing
University of Maryland Global Campus, Web & Digital Design Program

An introduction to digital image editing using Adobe Photoshop. The aim is to identify established digital image editing tools, techniques, and best practices; create new images; and edit existing images. Topics include terminology, tools, theory, and processes from concept to completion. Discussion covers fundamental concepts and practical techniques, as well as ethical and legal issues. Emphasis is on applying these concepts and techniques to produce high-quality digital works for multiple platforms, including print, web, and other electronic media.

IDS 403 – Technology and Society
Southern New Hampton University, Interdisciplinary Studies

This course explores the relationships among technology, the human condition, and the future through interdisciplinary lenses. Students analyze contemporary trends and the social and cultural implications of those advancements and develop an awareness for the intersection between technological literacy, social responsibility, and interpersonal experiences.

DA 670 – Web Development

Goucher College, Welch Center for Graduate & Professional Studies

This course develops students' understanding of the technical components of web design and prepares them to develop interactive projects for the web. Students learn the programming concepts that are used across all programming languages through client-side and server-side JavaScript. Additional time is spent gaining insight into web infrastructure as it is useful to the creative artist.

DA 610 – Media on the Internet

Goucher College, Welch Center for Graduate & Professional Studies

This course asks students to engage critically with the effect of the internet on art production and distribution. How has the internet changed art? This is a part-practical, part-theoretical course that will involve practicing basic HTML, CSS, and an introduction to content management systems via WordPress, while also gaining knowledge in internet art history. Through projects and artwork critiques, students evaluate the political, social, and artistic consequences of living through a global “always on” network and examine how artists are reacting to it in both supportive and disruptive ways.

DA 500 – Introduction to WordPress Web Development

Goucher College, Welch Center for Graduate & Professional Studies

Students learn how to create a custom website using WordPress, without programming or writing any code. Students learn best practices in organizing the content of the website, adding useful plugins to the website to enhance that content, and how to manage the overall web design process each step of the way to complete a project in a timely manner. Students also learn basic design principles that will help them to create a website that is easy to read, simple to navigate, looks aesthetically pleasing, and gets the intended message across clearly. No coding knowledge is needed and no prior experience in website development is necessary in order to take this course.

COMM 201 – Public Speaking and Rhetorical Persuasion

Bryant & Stratton College, Hampton Campus

This is a multi-disciplinary course with the infusion of communication theory along with critical analyses of written and presented speech to include a composition/rhetoric/textual element from the English discipline. Students learned how to properly craft messages in order to influence an audience and also learned approaches to speaking and presenting information clearly and concisely to audiences.

COMM 115 – Introduction to Information Literacy

Bryant & Stratton College, Hampton Campus

Students study the evolution of information and the impact of technology on research, and learn how to access, evaluate, and synthesize acquired research. The research process and papers required of each student include inquiry into the history of each student's chosen career along with assignments on how changes in technology have impacted the communication processes in the career field.

UNV 290 – Building a Personal Website

Hampton University Honors College

Students learn to develop personal websites for professional use using the WordPress platform. Students learn the basics of using a CMS (content management system) and learn how to add useful plugins to enhance the content of their website. Students gain knowledge of basic design principles and how to choose the best fonts, colors, images, and layouts to help them to stand out and effectively convey their chosen message.

TECHNICAL SKILLS

Programming Languages

- JavaScript
- C#
- Python
- HTML5
- CSS

Adobe Creative Suite

- XD
- Photoshop
- InDesign
- Premiere Pro
- After Effects
- Audition

Other Professional Software

- **Audio:** Ableton Live, Pro Tools
- **Game Development:** Unity, Unreal Engine
- **3D Modeling:** Cinema 4D, Blender
- **Coding:** Brackets, Sublime Text, Github

Website Development

- Experienced in working with a variety of content management systems, including WordPress and Joomla.
- Experienced with setting up and managing a variety of online learning management software including Moodle, Instructure Canvas, and Lifter LMS
- Experience with developing large- and small-scale e-commerce websites using platforms such as Shopify, WooCommerce, and BigCommerce.

PROFESSIONAL DEVELOPMENT

Workshops Attended:

- **Quality Matters**
Improving Your Online Course (IYOC) – December 2019
- **University of Maryland Global Campus**
Teaching Effective Hybrid Courses – November 2018
Coaching Strategies for Learning and Academic Success – May 2022

PROFESSIONAL EXPERIENCE

RJSmith Creative – Farmington, UT

Principal/Owner

September 2008 – Present

Provides a variety of multimedia and marketing services to small businesses and nonprofits including web design, graphic design, print and online ad creation, copywriting, video/audio production and photography. Gives lectures and seminars on web design & multimedia applications for small business owners, nonprofit staff, and K-12 students. Delegates assignments to interns or independent contractors and supervises progress for large-scale projects.

Adeo Advocacy – Baltimore, MD

Lead Developer

August 2021 – Present

Remote position, responsible for implementing pixel-perfect responsive web builds in WordPress based on design files provided by the design team. Accountable for executing new website builds and delivering feature and template updates to existing websites within a client portfolio. Utilizes expertise in HTML, CSS, JavaScript, and responsive design to develop custom functionalities for specific projects. Contributes to server management for clients' hosted sites and ensure optimization for performance, speed, and security across all websites.

Center for EFT Studies – Vienna, WV
Instructional Designer / Technical Support
September 2014 – Present

Responsible for migrating several online courses and student data from Sakai to the Moodle learning management system. Created a new website that connected the WordPress content management system to the Moodle LMS for seamless online course purchasing and user enrollment. Provides remote assistance for students and instructors that need technical support using the system.

Heart and Soul Design Communications – Inglewood, CA
Video Editor and Media Production Instructor
February 2008 – August 2008

Provided video editing services for various video projects as needed. Instructed for an afterschool program in conjunction with Inglewood Unified School District, teaching video production skills to elementary, middle school, and adult school students.

iD Tech Camps – Site Director, Technology Course Instructor – Campbell, CA (Various Site Locations)
Site Director, Course Instructor
June 2007 – July 2014

Seasonal summer position, responsible for motivating staff, planning activities, coordinating routine staff meetings, handling student/parental/staff concerns, overseeing set-up of labs, and fostering a fun environment in for students learning new technology in multimedia and gaming production at summer camps held at College of William & Mary, American University, and The Ohio State University. Instructed campers ages 10 – 17 in digital video editing, web design, and video game creation.

New Village Charter High School – Los Angeles, CA
Multimedia Production Teacher
August 2007 – August 2008

Developed and taught multimedia production courses to at-risk high school girls in the central Los Angeles area. Responsible for developing engaging curriculum and daily lesson plans. Students learned multimedia skills using professional visual communication and music production software such as Adobe Creative Suite and Pro Tools.

VOLUNTEER & COMMUNITY OUTREACH

Urban League of Hampton Roads Young Professionals – Art/Web Interactive Manager

Black Physicians of Utah – Website Development

Project Success Coalition – Website Development