

James Simon

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Profile

Experienced educator, classically trained fine artist and a seasoned designer with more than 25 years of experience in fast-paced fashion and home design fields. Excellent Adobe Creative Suite and Multimedia Presentation skills as well as mastery in drawing, painting and photography. Also; experienced hardware and software manager proficient in installation and setup of multiple computer systems and networks. If you are looking for someone with awards and accolades, look elsewhere. My desire is to create beautiful works and pass on my knowledge.

Experience

School Director/Student Success/Faculty, New York School of Design | NYC 2017 - Present

- Create curricula/content and work with subject matter experts as needed
- Provide Support and assist with rollout process of new programs
- Oversee operations and provide general administration of school
- Oversee hardware IT Infrastructure
- Coordinate with IT team on improvements as needed.
- Participate in brainstorming sessions in key administration and faculty meetings
- Includes duties listed below as Assistant Professor, New School University
- Liason for NYC Labor Department, Veterans Affairs and volunteer opportunities
- Coordinator for Student Success development related to internships and entry level industry positions.

Assistant Professor, New School University - Parsons Fashion | September 2003 - Present

- Academic Planning, Academic Leadership - Provost
- Evaluate and grade students' work, including work performed in design studios.
- Prepare and deliver lectures to undergraduate or graduate students on topics such as design methods, aesthetics, design, illustration and visual communication skills.
- Initiate, facilitate, and moderate classroom discussions.
- Prepare course materials such as syllabi, homework assignments, and handouts.
- Compile, administer, and grade examinations.
- Maintain student attendance records, grades, and other required records.

Senior Designer | Design Works International, New York City | March 1997 -April 2018

- Create designs, concepts, and sample layouts based on knowledge of layout principles and aesthetic design concepts.
- Develop graphics and layouts for product illustrations, company logos, and Internet websites.
- Prepare illustrations or rough sketches of material, discussing them with clients or supervisors and making necessary changes.
- Research new software and design concepts
- Oversee hardware IT Infrastructure
- Administer office email accounts and websites
- Installed, updated and developed Filemaker database system.

Education

Herron School of Art, IUPUI at Indianapolis, Indiana – Bachelor’s of Fine Arts, 1987

Skills

Fine Arts	Critical Thinking	Presentation & Layout
Graphic Design	Team Building	Portfolio Development
Web Design	Instructing	Communications and Media
Textile Design	Course & Syllabus Construction	Fashion Figure & Flat Drawing
3D Fashion Design (CLO 3D)	Student Relations	Computer Hardware & Software Installation
	Admissions & Enrollment	

Attributes

- ▶ I believe true creativity begins with the artist a pencil & paper. The computer is tool which should be used to it’s full potential.
 - ▶ I think of myself as an artist first using any tools necessary to solve the creative problem.
 - ▶ I find teaching to be not only rewarding, but use it as a way to further my own knowledge.
 - ▶ I feel that the teacher should not only be able to tell students what they need to learn, but truly make them understand.
 - ▶ I think a good teacher makes the information they are conveying fun and interesting.
 - ▶ I believe that the class should be handled as a group, that all students are equal and must be responsible for their learning experience.
 - ▶ I am enjoy the experience of dealing directly with the students and hope to not only be their instructor, but a mentor as they venture out into the work force.
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Experience/ Strengths

- ▶ have the ability to work from a pencil sketch to a finished digital piece of artwork.
 - ▶ I started in the fashion industry by doing hand painted prints for Nicole Miller in the late 1980s/early 1990s.
 - ▶ I write my own tutorials for many of the current lessons I teach and have assembled them into a volume that can be purchased.
 - ▶ I have the ability to help with planning a curriculum for art & fashion students at any level.
 - ▶ I am familiar with many different software and hardware platforms.
 - ▶ I am comfortable with installation and set up of hardware and software.
 - ▶ I have taught in the professional environment as well.
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Acheivements

- ▶ I’ve worked on simple graphics such as business cards and flyers as well as large watercolor textiles that have been scanned into Photoshop.
 - ▶ I’ve done textile artwork for companies such as Calvin Klein, Le Sport Sac & TJMaxx
 - ▶ I’ve done licensing projects for Disney, Playtex and HGTV Home.
 - ▶ I executed the concept for Jeremy Scott’s “Jukebox Dress” based on his sketch.
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Hobbies/ Interests

- ▶ I originally came to New York City to make it in the music business and still play guitar. In 2009 I published my first fictional novel. I am an avid reader and spend lots of time bicycling.
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References

Available Upon Request

James Simon - Curriculum Vitae

b. James Thomas Simon | 13 May 1965

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COURSES DEVELOPED

Digital; Illustration - Parsons School of Design | Fashion Design

While approaching illustration, presentation, and imaging through the digital lens, concepts related to the natural media process will transcend into the digital space. Students will explore a variety of illustration and presentation styles represented in static and time base formats such as gifs and videos. Familiar digital apps will be instructed and paired with the Wacom Intuos tablet and stylus. Pressure sensitivity adds another dimension to graphic applications that offer personal and creative expression. In addition, iPad paint apps will be explored to supplement the creation process. Along with illustration, motion art is instructed and composited in digital video formats. A pressure sensitive tablet is required and Wacom Intuos series are supported.

Digital; Flats & Specs - Parsons School of Design | Fashion Design

In this course, we will focus on the practical and necessary tools used in the design process that ensure clear and effective communication for product development and manufacturing. Working from existing garments, students will be introduced to creating technical packages that contain detailed flat sketches, instructions, garment measurements, construction details, technical notes, and more, while learning how to digitally communicate design ideas clearly and effectively. Students will also be introduced to the product development process and lifecycle. Students complete the course with examples of technical packages and an understanding of their role in streamlining the manufacturing process. Students are expected to possess basic skills in using Photoshop and Illustrator before entering the course.

Introduction to Fashion Illustration - New York School of Design

In this course you will become acquainted with some basic drawing techniques and their application to fashion. Your new skills will be used to create at least 3 rendered Fashion Looks. You will also begin curating a Process Journal on Day 1 and it will be updated as reference for your personal design aesthetic and Mood Board.

Introduction to Digital Fashion Illustration - New York School of Design

In this course you will become acquainted with some basic CAD techniques using Adobe Photoshop and Illustrator. You will begin curating a Process Journal on Day 1

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and it will be updated weekly and serve as a reference point for all of your work for the course. You will learn skills in Adobe Photoshop and Illustrator that will allow you to create a Mood Board, T-Shirt Graphic Screen, T-Shirt Color Ways, a Line Sheet and a Multi-Page Presentation.

Fashion Illustration - New York School of Design

In this course students will learn to further develop the "Fashion Figure". Students will learn how to illustrate a model wearing a variety of different garments. They be able to render prints and the drape of fabric on a figure. They will gain the ability to develop their own style of illustration. Students will also understand floats & flats and illustrate them by hand.

Digital Fashion Illustration - New York School of Design

In the course you will learn how to use Adobe Illustrator to translate your Fashion Looks and draw Technical Flats. You will develop a library of colors, surface designs and stitches that you will be able to use with your Fashion Looks and Technical Flats. You will develop color ways of your designs and layout a multi-page line sheet document and a large Merchandise Board with your designs.

Fashion Portfolio - New York School of Design

In today's fashion world, a designer needs as many tools as possible to convey their vision to the world. Digital tools are simply an extension of the toolbox you are already familiar with and should be viewed as such. In this course you will expand your design repertoire by using Adobe Illustrator, Photoshop and InDesign to translate and present your designs digitally. This course continues your trajectory from your previous courses using your existing looks. By the end of the course you will have a design aesthetic, professional documents and multiple versions of your digital portfolio.

CLO 3D Design

This course will introduce the student to CLO 3D; a true-to-life 3D garment simulation software. This introductory course will focus on acclimating the users to the working environment. Using existing digital patterns provided by the school, students will edit, sew and drape garments on the avatar. There will also be an introduction to CLO

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pattern drafting and import of patterns created in Adobe Illustrator for garment creation.

CLO 3D Design & Pattern Making

This course will allow the student to experience all of the modules of CLO 3D. All other software and digital tools will compliment CLO 3D and allow the student to create and present a full collection of fashion looks rendered in color. Techniques in Adobe Illustrator, Photoshop & InDesign to be used for pattern making, materials and layout of final designs.

After designing a collection, the students will refine and export patterns for at least one of the full head-to-toe looks to be printed and used for creating their original garments