Robin Pittman

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Legal Status: Canadian Citizen

Professional Summary

Experienced interdisciplinary digital media practitioner and educator with over 16 years at the University of the Fraser Valley. Extensive background teaching and supporting a diverse range of digital media technologies. Adept at integrating innovative digital tools (ex: Unreal Engine, Unity, generative AI) into creative, interactive experiences. Strong commitment to student-centered, experiential learning approaches emphasizing Equity, Diversity, Inclusion, and Indigenization in education.

Teaching Competencies

MEDA 110 Digital Imaging
MEDA 210 Digital Concept Art
MEDA 260 Exploring Creativity
MEDA 360 Professional Practices

Additional advanced competencies:

- Virtual Reality (VR), Augmented Reality (AR), Extended Reality (XR)
- 3D modeling/animation
- Interactive Storytelling
- Generative AI integration
- Game design, Game Engines (Unreal Engine, Unity),
- Virtual Production, Motion Capture
- Digital Filmmaking
- Visual Effects

Education

Masters of Digital Media (2023 – 2024)
Centre for Digital Media (SFU/UBC/ECUAD/BCIT)
Specialization: Agile Project Management, Generative Artificial Intelligence, Game Engine Technologies, Interactive Storytelling

Bachelor of Science, Physics (2001 – 2007)
University of the Fraser Valley, Abbotsford BC
Specialization: Non-linear dynamics (chaos), applied (experimental) physics, analog and digital electronics.

Mandarin Language Program (2017)
Shanghai University of Traditional Chinese Medicine

Professional Experience

Digital Media Technician – UFV SoCA (2021–Present)

- Train and support students and instructors in operating media technologies including video, photography, lighting, and audio equipment
- Provide technical gallery support for shows
- Maintaining the SoCA equipment booking system
- Research and purchase of new software and equipment as required by faculty
- Maintaining and developing competency with the rapidly changing landscape of digital media technology

Physics Lab Instructor – UFV (2009–Present)

- Model inclusive, hands-on instruction across first-year lab curriculum; support diverse learners in developing core scientific inquiry skills
- Lab courses taught: Physics 105, Physics 111, Physics 112, Physics 103

Media Technologist – UFV (2008–2021)

- Trained students in the ETS Student media lab on design, video editing, video production skills
- Successfully upgraded from archaic pen and paper booking to digital management system that greatly improved tracking and efficiency
- Actively produced video content for most UFV events with guest speakers such as the President's Lecture Series, Faculty and Student Micro lectures, Research and Politalk speakers' series, UFV Fashion Show, and more
- Support the institution with live streaming graduation ceremonies
- Technology consulting for UFV faculty and staff for face to face, online, and hybrid classes and related pedagogy needs.

Agile Project Manager (Intern) – Vancouver Community College (2024)

- Managed interdisciplinary team developing educational VR training application.
- Oversaw user testing, UX design, and iterative project development

Technical Skills

- **Software**: Adobe Suite, Maya, DaVinci, Reallusion Character Creator, Substance Painter, Blender, Logic Pro, Ableton Live, Optitrack Motive, Houdini
- **Game Engines**: Unreal Engine, Unity
- **Media Production**: Visual storytelling, video editing, livestreaming, Motion Capture, VR/AR Development, Photography
- **Programming:** C#, Python, HTML/CSS, Blueprints, Java
- **Hardware**: Raspberry Pi, Arduino, Analog and Digital Electronics design

Awards & Recognition

Gerri Sinclair Award for Innovation in Digital Media

Certifications and Training

- Canadian Basic UAV Operator License
- Instructional Skills Workshop (ISW)
- Facilitators Development Workshop (FDW)
- Extron Certified AV Associate

Languages

- English (native)
- Mandarin (limited working)
- French, Russian, Korean (elementary)

Volunteer Experience

- Cojeco (Now Shaw) Cable volunteer, Chilliwack BC – 1996-1998
- Creative Edge School of Arts (Video production, audio support backstage, various needed duties) 2005-2021

UFV Community Contributions

- Regular participant in professional workshops on VR, XR, Generative AI, interactive digital media.
- Active collaborator on institutional EDI/Indigenization initiatives through Teaching and Learning
- Convocation volunteer (live streaming)
- Event video, event technical setup and support
- Committee Work (formerly senate research committee, Library Advisor Committee, numerous SACs)

Reverences available upon request