

Education:

- **2010-2014 – Masters of Computer Science, Games & Playable Media, University of California, Santa Cruz:** Interdisciplinary MSc degree in the Games & Playable Media program at Baskin School of Engineering. Performatology thesis modeled the quality of figure poses in motion capture data using algorithms based on animation and performing arts principles to enhance game characters. Lab: Computational Cinematics Studio. Advisor: Arnav Jhala.
- **2008-2010 – Masters of Fine Arts, Digital Arts & New Media, University of California, Santa Cruz:** Interdisciplinary MFA degree in the Performative Technologies cohort. Mimesis & Mocap thesis used motion capture to bring principles of performance and animation together in a live stage show. Advisors: Kathy Foley, Chair (Theater), Michael Mateas (Computer Science), and Ted Warburton (Theater).
- **1989-1993 – Bachelors of Creative Arts, Fine Arts Painting, University of North Carolina, Charlotte:** Concentration in figurative painting and drawing. Advisor: Eric Anderson.

Teaching:

- **2018-Present – Assistant Professor of Multimedia Production, Florida Atlantic University, Davie:** Tenure-track faculty in the *School of Communication & Multimedia Studies (SCMS)*, teaching courses in the *Film, Video, and New Media (FVNM)* bachelors program, and teaching-advising in the *Media, Technology, and Entertainment (MTE)* MFA graduate program.
FAU Courses: Visual Design for Film, Animation and Games; Preproduction, Prototyping, and Previsualizing; 3D Video Game Design; 3D Animation for Interactivity; Advanced 3D Computer Animation; and Interactive Interface Design.
- **2014-2018 – Assistant Professor of Media Arts, University of South Carolina, Beaufort:** Tenure-track faculty in the *Visual Art & Design* department advising and teaching students in the Studio Arts (ARTS) bachelor's degree program. Developed the *Media Arts (MART)* concentration.
USCB Courses: Media Design; Digital Imaging; History of Animation in the US; Digital Animation 1-3; Broadcast Design 1-2; Video Game Design 1-2; Studio Arts for Non-Majors; and Graphic Design 1-2.
- **Summer 2013-2014 - COSMOS Game Design Instructor, University of California, Santa Cruz:** Taught summer school classes in game design to gifted high school students. Designed curriculum, lectured, and managed one teaching assistant.
- **2012 - Guest Lecturer:** Video Games as Visual Culture lecture, "What a Photoshop of AI Will Look Like", University of California Santa Cruz, 03/2012.
- **2008-2014 – Teaching Assistant, University of California, Santa Cruz:** Graduate Teaching Assistant (TA) for classes in the Art, Film, and Computer Science departments.
UCSC TA Courses: 3D Modeling with Blender (CS), Games as Visual Culture (Art), Intro to Game Design (CS), Walt Disney (Theater), Muppet Magic (Theater), Intro to Digital Media (Art & Film), Writing for the Arts (Writing), and Methods in Theatre (Theater).
- **2008 - Guest Lecturer:** *Northumberland Rising Creative Labs* series of lectures, "3D Computer Graphics and Art", Chollerford, UK, 02/2008.
- **2001-2008 – Course Director, Full Sail University, Orlando FL:** Course Director in charge of the technical animation courses in the Animation and Video Game Design AA & BA degree programs. Responsible for weekly lectures, designing curriculum, and managing two full-time Associate Course Directors with twelve full and part-time lab instructors.
Full Sail Courses: 3D Character Design and Modeling, Character Rigging, and MEL Coding in Maya.
- **1998-2001 –Adjunct Lecturer & Certified Trainer, SF Bay Area Colleges:** Taught 3D animation classes at The Academy of Art (Bachelors Program), Mesmer Animation Labs (Certified 3D Trainer), and Masters Institute (Associates Program).

- **1996-1998 – Adjunct Instructor, NYC Area Colleges:** Taught 3D animation classes at Parsons-New School (Professional Program), School of Visual Arts (Bachelors Program), NYU Center for Advanced Digital Applications (Professional Certificate), and NY Institute of Technology (Graduate Program).

Scholarly Activities:

- **Janke Fund Grant:** Received a Walter and Lalita Janke Emerging Technologies Fund donor seed grant for the proposal “Exploring the Roots of Freedom: Augmented Reality Tour for Mitchelville South Carolina Gullah-Geechee Heritage Site”, a collaborative research project with faculty from four universities, preservation institutions, and corporate partners, 06/2019.
- **College Seed Grant:** Received an Arts & Letters College Seed Grant for the proposal “Augmented Reality Game Prototype to Quantify Skilled Driving Principles” awarded \$13.3K for MFA student funding and AR hardware for a collaborative project with Computer Science, 04/2019.
- **Tech Fee Grant:** Received an Arts & Letters College Tech Fee Grant for the proposal “VR-AR-MR-Games Upgrade for Multimedia Studies Labs” awarded \$15K for hardware and software to be used in our new media courses, 04/2019.
- **Presented:** *Florida Statewide Symposium: Best Practices in Undergraduate Research* presentation “Advantages of Finalizing Undergraduate Creative Projects with a Research Poster”, FAU Boca, 10/2018.
- **Grant:** Received a Sea Island Center grant to do pre-production research for designing a documentary and site-specific augmented reality app on the *SC History of Swing Dancing*, 11/2016.
- **Presented:** *Arts In Society 2016* conference presentation “Reverse STEAM Ahead: Empowering Fine Artists with Technology” in The 21st Century Classroom track, UCLA, 08/2016.
- **Paper Published:** *Electronic Visualization and the Arts (EVA) 2016* conference, presented the paper “Using New Media for Practice-based Fine Arts Research in the Classroom” organized by the London British Computing Society, 07/2016.
- **Workshop:** *South Carolina Art Education Association (SCAEA) 2015* conference workshop on “Teaching New Media in the Classroom”, USCB Mac Lab, 11/2015.
- **Workshop:** *Artificial Intelligence and Interactive Digital Entertainment (AIIDE) 2013 Workshop*, “Inferring Performer Skill from Aesthetic Quality Features in a Dance Game Gesture Corpus”, in the *Games & Aesthetics* track, Maraffi and Jhala, Boston, 10/2013.
- **Technical Report:** *UCSC-SOE*, “Raising the Aesthetic Quality of Character Interaction in Cinematic Videogames”, Maraffi and Jhala, Santa Cruz, 02/2013.
- **Poster:** *International Conference on Interactive Digital Storytelling (ICIDS) 2011* conference poster presentation, “Performatology: A Procedural Acting Approach for Interactive Drama in Cinematic Games”, Maraffi and Jhala, Vancouver, 11/2011.
- **Presented:** *Future of Digital Games (FDG) 2011* conference doctoral consortium presentation, “Performatology: An Arts Approach to Designing PEAs for Procedural Character Animation”, Bordeaux, 06/2011.
- **Poster:** *Digital Humanities 2011* conference poster presentation, “Roots of Performatology: From Craig’s Uber-Marionette to Performative Embodied Agents”, Stanford, 06/2011.
- **Award:** *Graduate Dean’s Award* for “Mimesis & Mocap”, UCSC 2010 Graduate Research Symposium, Santa Cruz 05/2010.
- **Book Published:** *MEL Scripting a Character Rig in Maya*, Riders, 2008.
- **Workshop:** *UNM Arts Lab*, “MEL Scripting a Character Rig”, University of New Mexico, Albuquerque, 07/2008.
- **Workshop:** *Red Stick Animation Festival* workshop, “MEL Scripting a Character Rig”, Louisiana State University, Baton Rouge, 04/2008.
- **Workshop:** *Animex Animation Festival* workshop, “MEL Scripting a Character Rig”, University of Teeside, UK, 02/2008.
- **Book Published:** *Maya Character Creation: Modeling & Animation Controls*, New Riders, 2003.
- **Workshop:** *SIGGRAPH* conference workshop, “Tips and Tricks Maya Master Class”, Los Angeles, 08/2001.
- **Book Published:** *Softimage XSI Character Animation FX & Design*, Coriolis, 2000.

- **Article Published:** *Softimage 3D Tutorials*, 3D Artist Magazine, 1998-99.
- **Workshop:** *3D Design (GDC) conference* workshop, "Softimage Particles Demo", San Jose, 06/1999.

Service:

- **Thesis Adviser:** Served as thesis adviser for three MFA graduate students, Spring 2019.
- **Grant Committee:** Served on the initial grant committee to develop the emerging technologies and social justice criteria for the *Walter and Lalita Janke Emerging Technologies Fund*, Spring 2019.
- **Student Research Poster Mentor:** Mentored seven MFA students and two undergraduate students in designing and presenting posters for FAU Graduate and Undergraduate Research Days, Spring 2019.
- **Grant Committee:** Served as an FAU committee member on the Miami Dade College MAGIC Program Title V Grant, Spring 2019.
- **Search Committee:** Served as an external committee member for a tenure-track FAU Graphic Design department faculty search, Spring 2019.
- **Donor Presentation:** Invited to speak to donors at the Dean's Advisory Board meeting about new SCMS multimedia production projects and courses, which led to acquiring a new annual \$22K *Walter and Lalita Janke Emerging Technologies Fund*, FAU-Boca, 10/2018.
- **Symposium Organizer and Presenter:** Founded, organized, and presented at the annual *USCB Film & Digital Media Symposium* in partnership with the Beaufort International Film Festival in Center for the Arts, 2017 and 2018.
- **Student Club Sponsor:** Sponsored a new Media Arts student club composed of majors from multiple departments, Fall 2017.
- **OLLI Lecturer:** *Osher Lifelong Learning Institute* lecture on "David Hockney's Photo Collage Technique", 02/17/2017.
- **SCETV Partnership:** Developed an interdepartmental partnership agreement with South Carolina Educational Television to teach broadcasting classes in their Beaufort facility, Fall 2016.
- **Strategic Planning Committee:** Served on the *USCB Program Committee for the Strategic Plan*, helping to develop interdisciplinary faculty proposals, chaired by Dr Kasia Pawelek, USCB Hargray, 07/2016.
- **Program Promotion:** *WHHI 843TV* television interview on what is new in Studio Arts, "843TV with USCB Faculty", available on YouTube, 06/2016.
- **Film Festival Advisory Board:** Invited member of the *Beaufort International Film Festival 2016* Advisory Board. Other members are Eugene Gearty (*Gangs of New York*, *Life of Pi*), Craig McKay (*Silence of the Lambs*, *Philadelphia*), Michael O'Keefe (*The Great Santini*), Blythe Danner (*The Great Santini*, *Prince of Tides*) and Andie MacDowell (*Groundhog Day*). 06/2016.
- **Exhibition Curator:** USCB Sea Island Center gallery exhibition *Digital Media In the Lowcountry*, with works from Media Arts and Computational Science, 06/2016.
- **Student Research Poster Mentor:** Mentored USCB Media Arts students in designing research posters that won first and second place in the Arts category of USCB Research Day. USCB Hargray, 06/2016.
- **Search Committee:** Served on the USCB faculty search committee for *Assistant Professor of Art (Interdisciplinary) Tenure-Track*, chaired by Dr Lisa Ciresi, USCB Sea Island Center, 05/2016.
- **Theater Media Designer:** Produced and performed live 3D animated media for the stage show, "Little Shop of Horrors", USCB Center for the Arts, 09/2015.
- **Program Recruitment:** *Bolden STEM Career Day 2015* guest presentation on "Video Game Design", Bolden Middle School in Beaufort, 04/2015.
- **Program Promotion:** *Beaufort Lifestyle* magazine interview featured in the Beaufort Film Festival Feb-March issue, "Topher Maraffi: A Man of Extensive Talents", 02/2015.
- **Keynote Speaker:** *Emerging Artists 2014* keynote address, "From Here to There...Applied Studio Arts", USCB Center for the Arts, 11/2014.
- **Program Promotion:** *USC Times* back page interview, "Q&A with Topher Maraffi", Vol. 25, No. 9, 10/2014.

- **Poster Organizer:** Intelligent Virtual Agents (IVA) 2012 helped organize the poster sessions and presented the GALA Video awards, University of California Santa Cruz, 09/2012.

Professional Background:

- **1996-1998 – Freelance Graphic Artist & 3D Animator:** Freelance artist for broadcast television, independent film, and Internet clients in the New York City area, including NBC (3D Trainer), The GT Group (HBO, ESPN, ESPN2, Nickelodeon), Balsmeyer & Everett (Woody Allen's Everyone Says I Love You, First Wives Club), So! (3D character animation), MediaServ (NBC Intranet design), and Chelsea Post (Maury Povich Show).
- **1993-1996- Broadcast Artist & 3D Animator:** Staff artist and animator for NBC owned and operated networks, including NBC Newschannel (Charlotte), CNBC, MSNBC, America's Talking (Fort Lee NJ), and NBC (New York, NY).