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Ethan Ham

Chairperson, Interactive Media; Professor, Game Design  
Slane College of Communications and Fine Arts at Bradley University  
1501 W Bradley Ave.  
Peoria, IL 61625

Dear Professor Ham:

I'm reaching out to you because I think I could be an asset to your Interactive Media and/or Game Design programs.

I am currently an Arts Technology Master's student at Illinois State University in Normal, scheduled to graduate in May, 2020. I came to the program after a 30-year career as an illustrator and graphic designer, looking to transition into teaching on the college/university level.

To that end, I've been working as a TA in the ATK department, and have been solely responsible for teaching *Digital Painting* and a course on *Character Design for Comics, Animation, and Video Games* during the Fall 2019 and Spring 2020 semesters.

My academic training and experience working as an illustrator, designer, art director, RPG artist, and storyteller prepare me to be an effective instructor and contributor in a university setting. I believe that my time as an art director for Game Designers' Workshop and as a project manager at FASA Corporation helped prepare me for teaching, as well. A recurring responsibility for me when staffing the company booth(s) at conventions was to review portfolios. This required me to succinctly explain to aspiring freelancers how to improve their work.

In my graduate studies, I have designed board games (one of which is available for download as part of my writing samples). I also provided research assistance to a paper on the backstories of women characters in games and popular culture. This paper is still in development and will be submitted to the *Foundations of Digital Games* (FDG20) conference the *International Academic Conference on Meaningful Play* in early 2020. Additionally, I collaborated on two computer game projects, *Aphelion* and *No Call No Show*, providing visual designs and visual assets. Both of these projects have been submitted to the *International Symposium on Electronic Art* (ISEA2020) conference and are currently under consideration.

Outside of my academic pursuits, I have an extensive history working both on staff and as a freelancer in the pencil-and-paper RPG/boardgame industry, as well as writing and drawing comics, webcomics, and graphic novels. My comic work has earned me nominations for an Eisner Award, a Russ Manning Award, and a Harvey Award. I am interested in obtaining a faculty position where I can contribute to the university's focus on interactive media, continue my pursuits as a content creator, and pursue my passion for teaching and educating others in content creation and game design.

I would enjoy discussing this with you further. In the meantime, I am enclosing my curriculum vitae and references. I'm including a link to examples of my creative work, which can be found here: [bit.ly/BradleySamples](https://bit.ly/BradleySamples)

Respectfully,

Steve Bryant