

MICHAEL TAMURA

ART TEACHER | DIGITAL ART & GRAPHIC DESIGN INSTRUCTOR | CREATIVE PROFESSIONAL

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SUMMARY

Art and Digital Art Instructor with one year of curriculum development and classroom teaching experience in K–8 afterschool enrichment programs, combined with 20+ years of professional experience in the video game industry. Strong foundation in traditional illustration from Art Center College of Design and professional digital art production using Adobe Creative Suite. Teaching approach emphasizes visual literacy, art history and cultural references, creative problem-solving, and building student confidence. Motivated to grow into one-to-one mentorship and student support within a differentiated, student-centered learning environment.

TEACHING EXPERIENCE

Digital Art & Graphic Design Instructor (Part-Time) – Afterschool Enrichment Programs

Yorba Linda, CA | 2024–Present

- Developed and taught Digital Art and Graphic Design lessons for K–8 students in afterschool enrichment settings
 - Taught foundational digital art and design skills using **Photopea** and **Procreate**
 - Designed project-based assignments introducing composition, color theory, and visual storytelling
 - Integrated art history and cultural references to strengthen visual literacy and creative context
 - Adapted instruction for mixed skill levels within group classroom environments
 - Fostered a supportive classroom culture encouraging experimentation, confidence, and creative risk-taking
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INSTRUCTIONAL FOCUS

Taught

- Digital Art Fundamentals
- Intro to Graphic Design & Visual Communication
- Art History & Cultural Context in Visual Media
- Visual Storytelling & Concept Development

Prepared to Teach

- Adobe Photoshop Fundamentals
- Adobe Illustrator Fundamentals
- Intro to UI Design
- Intro to Game Art Concepts

TEACHING & STUDENT SUPPORT STRENGTHS

- Comfortable with one-to-one instruction and mentoring model
 - Differentiated instruction for varied learning styles
 - Compassionate, patient communication style
 - Creative confidence building
 - Classroom emotional safety
 - Positive role modeling
 - Project-based learning design
 - Reflective feedback and growth mindset
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PROFESSIONAL EXPERIENCE (CREATIVE INDUSTRY)

UI Artist – Electronic Arts / DICE / Ripple Effect Studios

Playa Vista / Marina del Rey, CA | 2006–2024

- Led UI art production for shipped AAA titles, modeling real-world creative workflows applicable to classroom instruction
- Created iconography, typography systems, layout frameworks, and visual design systems relevant to graphic design fundamentals
- Collaborated with UX designers and engineers to translate wireframes into polished visual solutions
- Mentored junior artists and provided constructive feedback to outsourced creative teams
- Managed large libraries of visual assets and maintained consistency across production pipelines

Senior UI Artist – Point of View, Inc.

Irvine, CA | 2002–2006

- Designed and implemented user interface art and visual systems within collaborative production teams
- Created icons, layouts, and game flow structures aligned with usability principles

Senior Digital Artist – Flying Tiger Development

La Habra, CA | 1998–2002

- Produced concept art, vehicles, level art, and 3D environments
- Designed and mapped 3D assets for interactive environments

Digital Artist – Sega Soft LA

Diamond Bar, CA | 1993–1997

- Created 2D maps, sprites, UI art, and storyboards for console titles
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TEACHING TOOLS & PROFESSIONAL SOFTWARE

Teaching Tools (In-Class Experience)

- Photopea
- Procreate (iPad)

Professional Tools (Prepared to Teach Immediately)

- Adobe Photoshop
 - Adobe Illustrator
 - Adobe After Effects
 - Adobe Premiere
 - Blender, Figma
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EDUCATION

Bachelor of Fine Arts in Illustration (Honors)

Art Center College of Design — Pasadena, CA

Associate of Arts in Advertising Design (Honors)

Associate of Arts in Photography (Honors)

Pacific Union College — Angwin, CA

COMMUNITY & EDUCATION SUPPORT

- Contributed in-kind artwork and educational support to nonprofit afterschool and youth programs (K–8)