

Josh Morgan

Senior Lecturer of Computer Science at Loyola Marymount University

Los Angeles, CA, US

LMU Seaver College of Science and Engineering

Biography

Joshua J. Morgan is the Animation Program Supervisor at the UCLA School of Theater, Film and Television after serving for over a decade as the Animation Technical Services Engineer at Loyola Marymount University, where he has taught Interactive Animation, Game Design, Game Development and Game History. He also teaches Interactive Animation at UCLA, and he has taught Game Prototyping and Game Programming at the Art Institute of Los Angeles. A native to Southern California, Josh holds a BA in Communication Studies and an MFA in Animation, both from UCLA. He worked in feature animation as a technical coordinator and assistant editor on Shane Acker's 9 (2009), and as an editorial coordinator on the blockbuster hit Despicable Me (2010). Josh specializes in educational software development and he has programmed applications and games for the web and mobile devices. He was the lead programmer of Looney Tunes' ClickN READ Phonics, which taught children to read and featured classic Warner Bros. characters. He has also developed enterprise desktop, mobile and touchscreen kiosk apps for corporate clients.

Industry Expertise

Animation, Design, Motion Pictures and Film, Education/Learning, Training and Development, Research

Areas of Expertise

Interactive Animation, Game Design, Mobile App Development, Video Games, Adobe Flash, Unreal Engine 4, Unity3d

Education

University of California, Los Angeles

Master of Fine Arts Animation

University of California, Los Angeles

Bachelor of Arts Communication Studies

[Please click here to view the full profile.](#)

This profile was created by [Expertfile](#).