



Department of

COMPUTER GRAPHICS TECHNOLOGY NEWS

WORDS FROM DR. HARTMAN



Hello everyone,

One of my goals as a new department head is to increase the interaction and engagement with our CGT alumni. We have a long legacy as a department, and we have many success stories and accomplishments to share – both for those of us still at Purdue, and for those of us who are well into our careers. As a way to try to keep people engaged, we are starting a monthly CGT newsletter. The newsletter will focus on our faculty and students, as well as our alumni, as a means to highlight the good things that are happening and to make you aware of future events. We have hired a couple of undergraduate students to help us with the production of our newsletter and our social media feeds, so

please consider granting them an interview if they ask for one. We plan to publish a newsletter each month, so feel free to drop me a line to let us know how we are doing or if there is something specific you would like to see.

My very best always,
Nate

DR. BUCHANAN, PROFESSOR



Andrew Buchanan, assistant professor, in the Department of Computer Graphics Technology (CGT), arrived to the Purdue Polytechnic in 2018. He is developing new courses and teaching both introductory and graduate-level classes.

In 2004, Dr. Buchanan received his bachelor's degree in industrial design and began his career with animation software in Sydney, Australia. Through that work, he was inspired to continue his education on that subject in Melbourne, Australia, at RMIT University, where he received his master's degree in 2007, followed by his Ph.D. in Creative Media in 2017.

Buchanan moved his work to the United Arab Emirates in search of a new place to pursue his passion. During his three years there, he worked to support the growing industry as an assistant professor and head of an animation program at a national women's university.

This work in animation education sparked an interest to study and teach the topic globally, and ultimately landed him at Purdue.

Buchanan describes a university as not a place but, rather, a group of people. From his perspective, the faculty in the CGT department are positive, approachable and generous with their time. After working in many other areas of the world, he appreciates that the level of intellectual engagement among faculty and students at Purdue hold rare opportunities for learning and growth.

Purdue originally caught his eye after being ranked as one of the top animation schools in the country. Now, as a faculty member, he wants to ensure that it stays at the front edge of the industry. He teaches animation, visual design and history of animation technology courses, and he is interested in talking to students about his plans for the development of a short film. In the future, he would like to start an international residency program for animators, in which participants would be given housing, instruction and studio space to develop and create projects.

His best advice for a student in animation is to seize the ability you have to create projects and show your work. This opportunity for exposure and experience in the industry is something that. Buchanan is passionate about helping students achieve as he starts this new chapter of his life at Purdue.

DRAKE LONG, UNDERGRADUATE



Drake Long, a user experience design major in the Department of Computer Graphics Technology (CGT), is an outgoing and ambitious junior that many students in CGT might know. Long is president of the Purdue UX Design Student Organization, he has minors in communications and psychology, and he spent a week studying abroad in the United Kingdom with Colin Gray, assistant professor in the Department of Computer Graphics Technology, and other CGT students last year.

Long fell in love with design after taking animation and digital arts classes at his high school in Atlanta, Georgia. That is where he learned about the possibilities of animation and design, and realized he wanted to learn so much more. Ever since then, he has had his eye on Purdue CGT, and now plans to graduate in May 2020. Shortly after becoming a student, Long started to feel a strong connection to the Computer Graphics Technology Department. He feels the small number of people have strengthened the supportive network between faculty and students. This team environment has allowed him and others to know their professors and comfortably reach out with ideas and questions. This work space has already made an impact on his college career

Long led the Purdue UX Design Club in planning a new, multidisciplinary hackathon, with the help of the Anvil and Purdue CGT. Although there are other Hackathons that take place on campus each year, Hack XD was different because it was Purdue’s first design and development hackathon. Long and his team wanted to create an inclusive event, in which any major could participate, with the hope that it would help bridge the gap between STEM majors and liberal arts majors.

In his free time, Long reads fashion and redesign blogs, and likes to try new foods. He is excited to use his skill sets from CGT to bring more diversity to campus organizations and events, and to utilize those skills in the

industry next summer as he takes on the role of a digital technology intern for GE Aviation.

ERIC PRUGH, ALUMNI



Eric Prugh is a proud Purdue Polytechnic graduate. A cofounder of his own company, his passion for entrepreneurship and leadership started young, after winning “best in class” award for a mock company product competition in one of his classes.

In 2005, after finishing his four years in the Department of Computer Graphics Technology (CGT) with a general multimedia design degree, Prugh went on to work for ExactTarget as a solutions consultant and team leader, before moving on to be the head of solutions consulting at their new location in Sydney, Australia. He had jumped at the opportunity of a move abroad, and spent two years helping the company lay the foundation for the new region to be as successful as possible.

Prugh has some advice to share for the generations of Boilermakers after him. His international experience taught him how to adjust and adapt to a new culture, and how valuable that skill can be in both personal and professional life situations. He has used the lessons he learned during that time in every job that has come after, including his next two years working for Salesforce. Prugh highly recommends any kind of study abroad during college, but his involvement as a member (and co-captain his senior year) of the Purdue Varsity Swim Team took up most of his time. At the time, Prugh’s swim coach was Dan Ross, who taught all of his swimmers that “balance is the key to life.” This is something that Prugh has kept in mind throughout every job and every phase of life.

In 2014, Prugh and two partners joined together to start PactSafe, an Indianapolis-based company that focuses on getting contracts signed electronically at high speed and on a large scale. Their years together have brought new challenges for him, but with the vast and diverse skills he picked up during his time at Purdue and in his roles after college, he has been able to help grow the company from three employees to more than 25 people and have raised more than \$8M in venture capital to fuel growth. The company is looking to expand and hire full-time employees and interns.

Thirteen years after graduation from Purdue CGT, life for Prugh hasn’t slowed down. While excessive travel and 100-hour work weeks are behind him, he is trying to practice balancing his life as he and his wife raise their daughter. He has continued to be able to keep in mind and fully develop the lessons he learned at Purdue, and is excited for the future of his company.

ERIC K, GRADUATE STUDENT



Eric Kowsikowski, a graduate student studying product lifecycle management, has been pursuing his master’s degree at Purdue since May of 2018. After graduating from Illinois State University with a bachelor’s degree in engineering technology, Kowsikowski wasn’t

ready to stop learning. He joined the Purdue family in the Department of Computer Graphics Technology (CGT) a few weeks after leaving his undergraduate university, and immediately starting graduate classes and research alongside CGT Department Head Nathan Hartman at the Product Lifecycle Management Center, located at the Indiana Manufacturing Institute.

Kowsikowski is a Polish-American Chicago native and the first of his family to be born in the United States. Growing

up in Illinois, he stayed in the area while he worked his first two internships and attended school. He took on the role of design engineer for Midland Dover in 2015 and worked at Bridgestone Tires as an industrial engineer intern until May of 2018.

Since arriving at Purdue, Kowsikowski has grown to love the campus culture. He has adjusted to the larger-sized student body along with the strong historical traditions that Purdue students embrace. Although Kowsikowski knew nobody on campus when he arrived, the environment in the CGT department promoted relationship building and a culture in which nobody falls behind, and that stuck out to Kowsikowski right away. His favorite aspect of Purdue courses is their ability to introduce industry-level workloads and scenarios to students. Kowsikowski learns best by finding his own way out of problems, and he feels the professors in CGT understand the value of this.

Outside of classes and work, Kowsikowski enjoys spending time with his friends and family. He takes part in anything outdoors, especially winter sports, and is on track to graduate in May of 2020 with his master’s degree in product lifecycle management. His passion and expertise include 3D printing, and Kowsikowski has plans to open a 3D printing business after graduation.

UPCOMING EVENTS

- » **December 8:** Last day of classes
- » **December 10-15:** Final exams
- » **January 7:** Spring semester begins

Congratulations to two CGT students, Hayley Farmer and Jessie Zhou, for each being awarded one of eleven scholarships from Purdue’s Office of Undergraduate Research and Purdue Polytechnic! These scholarships are granted to undergraduate students to recognize their engagement in original research, scholarship, or creative work under the guidance of faculty members.

STAY CONNECTED

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