



## Michael Kline

Game Art Program Lead Instructor,  
Los Angeles City College

Michael Kline graduated in 2010 with an MFA in animation from Calarts after a long career in live event lighting and production design. He discovered a passion for teaching early on and has been teaching college courses in 3D modeling and animation for the past 14 years.

Michael is a revered and beloved educator at heart of Los Angeles City College's Game Art and Design program. With his profound expertise and unwavering passion for teaching, Michael is empowering and enlightening the next generation of game artists and animators.

**SATURDAY  
MAY 4**

**1:00 PM**

**STUDENT TRACK**

**Game Art Design Curriculum Model**

