

Professional Qualification Highlights

- Experienced and enthusiastic graphic design educator with over ten years of continuous teaching experience.
- Masters, Communication Design, Digital Concentration, Pratt Institute, 2001.
- Have worked on curriculum development and student advisement, organized class field trips, served as an AIGA Club Faculty Advisor, and planned school wide events/lectures.
- Have taught at public and private colleges offering AAS, BFA and MFA degrees in Graphic Design, Design and Technology, Journalism and Digital Media.
- Was elected AIGA San Diego Chapter Education Chair, 2007-2009, led 8 person committee to produce full day 300 guest San Diego Student Portfolio Review at San Diego University and 100 guest MTV Interactive presentation at Point Loma Nazarene University. Also raised over \$3000 in donations for Design Education.

Teaching Experience

New York University, New York, NY, Adjunct Instructor, 2014 - Present (<http://www.nyu.edu>)

Teach in the NYU School of Professional Studies.

Design Principles — Appreciating visual grammar is the first step toward creating work that resonates. Understand the elements of form and the principles of composition to create projects that attract the eye. In this course, participate in a series of exercises and critiques to deepen your perceptions of the 2D picture plane and to hone your awareness of aesthetic options. Learn how to effectively use the elements of form, such as dot, line, shape, value, and texture. Study the impact of compositional approaches, such as dominance, hierarchy, emphasis, balance, contrast, tension, and rhythm.

Graphic Design Studio — In this advanced-level course, work independently and under the guidance of the instructor to create portfolio-ready work. Employ your skills with various Adobe programs and challenge yourself and your design ability in advanced-level projects. Learn critical skills for developing a portfolio, speaking about your work, and preparing yourself for a targeted career in your field of study.

St. Joseph's College, New York, NY, Lecturer 2014 - Present (<http://www.sjcny.edu>)

Teach in the Art Minor for the BA and BS programs.

Web Design — In this course, students will explore the application of interactive design elements, composition, and narrative for the purpose of creating websites. Students will develop thematic concepts and produce web pages using web popular software including Adobe Creative Suite and Dreamweaver, to communicate through the new media in areas such as journalism, marketing and advertising.

Graphic Design — Challenging projects will evolve from a basic understanding of graphic software including Adobe Photoshop, PageMaker, Illustrator or Quark XPress and the principles of graphic design.

Pratt Institute, New York, NY, Visiting Instructor, 2012 - Present (<http://www.pratt.edu>)

Teach in the AAS program. Organized field trip to Pre-Press studio, and planned classroom project around entering a Society of Publication Designers contest.

Pre-Press and Print Production — This course explores the aspects of successful digital pre-press production. Dye-cutting, digital mechanics, 4-color separations,

paper stocks, RGB, CMYK, Pantone color systems, coatings, em/debossing, thermography, foil stamping, and various types of printing presses are covered.

Parsons, The New School for Design, New York, NY, Part Time Professor, 2011 - Present (<http://www.newschool.edu/parsons>)

Teach for the AAS, BFA and MFA Design and Technology Programs. Brought in Guest Speakers including the creative director of Penguin Putnam Books for Young Readers, an art director at HBO and an animator for Rock Star Games. Also participated in curriculum development workshops via The Committee on Undergraduate Education at Parsons.

“ Besides the fact that Camille is a pleasure to work with and works very efficiently (she “gets it” the first time around) she has the three key attributes I look for when working with outside-the-company vendors - a deep and thorough knowledge of her business, a refreshing “can-do” attitude, and dedication to delivering projects on time no matter what the challenges. Her dedication and hard work helped pull together two very challenging projects both of which were very well received by my clients. Camille is creative and sensitive to the needs of her clients. At the same time she is very bullish about sticking to time lines, along with making sure her projects are managed efficiently and delivered on time. I look forward to working with Camille again when the right opportunity exists. ”

—Jim Arvanitis, Product Information Manager at Sony Electronics Inc. (quote from my linkedin.com profile page)

Publication Design — This course combines in-depth classroom learning about new modes of publishing and publication design with hands-on experience. Students will participate in discussions about the future of publishing, publishing applications and platforms, and explore new, traditional, and alternative means of the production and distribution of text and image. The goal of this class is to give students a deep understanding of the best practices, trends, and issues that are challenging and redefining publishing, as well as a hands-on experience in the creation and manifestation of a publication.

Digital Layout — This course provides a thorough overview of presentation graphics. Students will learn how to develop and organize information to be used for all print media. Intensive weekly homework assignments and projects will exercise the students skills in mastering the use of Adobe Photoshop, Illustrator and InDesign.

Digital Imaging — Students will learn how to use Photoshop to composite images. Topics to be addressed include making good quality scans and prints. There are in-class exercises designed to show various aspects of the software package. Homework assignments give students the opportunity for personal and creative development. Students will learn how Photoshop interacts with other programs like InDesign and Illustrator and also how to prep images for the Web. This course is a prerequisite for all Tier II computer graphics courses.

Core Image Lab — This course provides hands-on production skills and processes for projects in Core Studio: Image. Students will learn design specific technologies for digital printing, including vector and bitmap imaging, desktop publishing, media integration and color management. Primary software used: Adobe Illustrator, Photoshop & InDesign.

General Assembly, New York, NY, Instructor, 2013 - present (<https://generalassemb.ly>) General Assembly is a multi-disciplinary workspace and education center. Teach Photoshop, Illustrator, InDesign and Portfolio intensives, private classes and professional seminars.

3rd Ward, Bushwick, NY, Instructor, 2011 - 2013 (<http://www.3rdward.com>) 3rd Ward is a multi-disciplinary workspace and education center. Teach Branding, Photoshop, Illustrator, InDesign and Portfolio intensives, private classes and professional seminars. Also produced “Design of the Times”, a series of talks on design featuring a Digital Director from Coach, a Creative Director from 5boro Skateboards and the Creative Director of New York City.

Art Institute Online, Pittsburgh, PA, Adjunct Professor, 2009 - 2011 (<http://www.aionline.edu>) Teach Typography and Advanced Typography in a virtual classroom to BFA Graphic Design students. Have completed numerous online training courses including a five week training course to teach online, and Americans with Disabilities Act in the Classroom. Experienced with using Jing to screen record comments and instruction in the online classroom.

Point Loma Nazarene University, San Diego, CA, Adjunct Professor, 2008 (<http://www.pointloma.edu>) Point Loma is a private Christian University offering a BFA in Graphic Design in San Diego. Took classes on local area studio tours and brought in guest speakers from DC Comics and local Ad Agencies. Helped to place several students in full time positions through personal contacts.

Graphic Design III — This advanced course covers applications of graphic design. Emphasis is placed on problem solving skills and analyzing concepts to solve assigned complex design projects. Students will be responsible for the critical analysis of design problems and creating professional level assignments. Traditional hand rendering skills and computer software will be used to develop advanced production techniques.

Web Design II — This advanced course covers graphic design concepts and technologies. Concentration will be placed on theories of interactivity, and the use of multimedia computer applications to design interactive web media. Each student will be responsible for purchasing, creating and posting their own web site in order to receive course credit.

San Diego City College, San Diego, CA, Adjunct Professor, 2006-2008 (<http://www.sdcity.edu>)

Taught Web Page Graphic Design and Typography I. Also served as faculty advisor of the AIGA student club.

Typography — This beginning course covers the selection, styles, terminology, classifications, spacing, layout, and history of typography. Emphasis is placed on problem solving skills and analyzing concepts to solve typographic problems. Traditional hand rendering skills and computer software are used to develop effective typographic design.

Web Page Graphic Design — This intermediate course explores the graphic elements of web page design. Emphasis is placed on the content, look and feel and navigational issues of web design. Instruction incorporates the current hardware and software utilized in the web industry. The specific hardware and software will be announced for each course section each semester. This course is tailored to the student in graphic design.

Katharine Gibbs School, New York, NY, Assistant Professor, 2003-2006

Taught Graphic Design II & III, Pre-Press, Adobe Photoshop, Adobe Illustrator, Multimedia II/Flash, Information Architecture, Interface Design, Digital Portfolio Development, New Media Technology, Mass Media and Culture, Career Development, E-Commerce Applications and Principles of Computing. Also assisted in student advisement, student open houses, event planning and scheduling. Planned and hosted speaking event by the Creative Director of Marvel Comics.

Pratt Institute, New York, NY, Event Planning Fellowship, 1999-2001.

Responsible for researching to find relevant guest speakers and events to bring to campus. Also responsible for planning, pricing, promoting, organizing and running these events. Events included a KPMG sponsored job fair, guest speaker David Carson, and others.

Design Experience

Sony Electronics, San Diego, CA, Contract Creative Director 2007-present

- Contract creative direction and design for Sony Consumer Electronics Television & Home Audio divisions.
- Respond to RFPs by writing and estimating winning bids to gain contract work with Sony.
- Provide strong conceptual and creative direction for branded sales, marketing, and training materials, product guides, catalogs, and photography.
- Produce polished, branded pieces under tight timelines to meet the approval of numerous internal teams and interfaced with outside vendors to ensure final printing and delivery of all work.

Morris! Communication, www.thinkmorris.com, San Diego, CA, Senior Designer and Art Director, Feb 2006-July 2007

- Responsible for account based design of brand identity, sales and marketing materials, print design, and web design.
- Managed projects from start to finish including creative direction, project management, scheduling, budget, management of junior staff and day-to-day client contact.
- Implemented change orders into the client project workflow generating thousands in profit generation.
- Clients included Sony, Upperdeck Entertainment, The San Diego Chargers/NFL, MacBak, Buffini & Company and T-Systems International.

VIACOM, Simon & Schuster, Simon Spotlight Entertainment, Nickelodeon and Nick Jr. Books New York, NY, Graphic Designer, 2005-2006

- Responsible for design and art direction of artists for covers and interiors for a wide variety of novelty book formats.
- Managed communications, schedules and workflow with artists, from concept, to sketch, to finished art. Worked closely with editorial and production departments, also with the Creative Director in all aspects of job with the goal of understanding and helping to grow and maintain the quality of work produced.
- Designed two children's books for the Dora the Explorer show that made the New York Times best seller's list: Dora's Starry Christmas and Dora's Costume Party.

Marvel Entertainment, New York, NY. Graphic Designer, 2001.

- Concept, design, production and pre-press for the covers and interiors of trade paperback graphic novels collecting the comics of Spider-Man, The Incredible Hulk and others.

- Bound Hard-Cover Marvel Masterworks series design and art direction including book specifications, embossing design, spot colors and dust jacket. Also managed all deadlines and cost projections, managed freelancers, art directed cover illustrator and met with printers to ensure quality printing.
- Page lay-out and design of Marvel's Poster Book, several Picture Books, Marvel Knights magazine and Ultimates magazine.
- Developed department project tracking forms and supervised assistant designer on the interiors of assigned titles.

Penguin-Putnam Books for Young Readers, New York, NY. Art Assistant, 1999-2001.

- Cover and interior design and production for Trade paperbacks, Picture Books, Learning Series and 'Lift-the-Flap' Books. Research for stock photography, fonts and illustrators. Invoice preparation, filing, proof circulation, and art handling.

Freelance Design

- Revolver, Guitar World & Guitar Afficiando Magazines - 2013 - current, Magazine Art Direction & Design
- Pushpin Inc. - 2014 - current, print and web design, assisting Seymour Chwast
- HBO - 2009, In-house, Off-air Creative Services, interactive and print
- Upright Citizens Brigade - 2009-present, interactive and print
- Penguin-Putnam Books for Young Readers - 2010-present, Children's Book Design
- Kidsland.tv - 2008, Art Direction and Design of Kids Video Game Website
- Additional Freelance Client List - 1999-present, D4C, New York City Public Schools, Urban Express, Sweettooth Candy Store, Del Mar Winners Tennis Club, CMI, and Aquarian Resources.

Education

2001 Masters, Communications Design, Pratt Institute, Digital Media Concentration, New York, NY.

Pratt Institute Graduate Studies Scholarship, 1999. Graduate Assistantship as Computer Lab Monitor 1999-2000. Interviewed Shepard Fairey as part of my thesis project on Urban Landscapes in 2000.

1998 B.F.A. Related Arts: Visual, Theater, Writing & Literature, Kutztown University, Kutztown, PA.

Founding member and President, Art Club, 1995-1998, Part-time office assistant for the University Student Activities Office, 1995-1998, Vice President of the Association of Campus Events and Host, Open Mic Night, Member of the Percussion Ensemble, and Resident of the Service Learning House completing over 40 hours of community service for Habitat for Humanity.

1997 International Exchange, College of St. Mark and St. John, Plymouth, England.

Skills

Software

Expert Adobe InDesign, Illustrator, Photoshop, Color Guide, Acrobat; Microsoft Excel, Visio, Powerpoint & Word; Wordpress, HTML/CSS, Flash/Dreamweaver, Basecamp.

Graphic Design, Web Design, Advertising & Publishing

Digital and Traditional Photography, Art Direction of Photoshoots, Image Correction, Illustration, Composition, Typography, Typesetting, Copy-Editing, Copy Writing, Marketing, Corporate Communications, Brand Identity,

Brand Audits, Brand Concepting, Style Guides, Web Design, Information Architecture, Social Media, Pre-Press, Press Checks, Set-up/spec of Paper, Di-Cuts, Foils, Spot Colors and Glosses, Style Sheets, Master Pages.

Creative Direction

Account Management, Production Management, Client Expectation Management, Scheduling, Estimating and Staff Management to industry Best Practice Standards.

Professional Notes

- Credited with producing, curating and running the "Design of the Times" lecture series, 2012, at 3rd Ward in Williamsburg Brooklyn, featuring cutting edge presentations by the Digital Director of Coach, the Creative Director at 5boro skateboards, and the Creative Director of New York City.
- AIGA member, 2000-present.
- AIGA San Diego Chapter Education Chair and Board Member, 2007-2009. Served as the faculty advisor of AIGA clubs at Point Loma Nazarene University and San Diego City College.
- Sappi Paper, member of team for Ideas that Matter Grant Award, 2006.
- Positive review of graphic novels designed for Marvel, Wizard Magazine, p.117, December 2001 issue.
- Snowboard Instructor 1994-1998, Upright Citizens Brigade Performer 1999-2002.