

education

1998-2000

MFA, Painting/ Printmaking with Honors

Rhode Island School of Design

1993-1995 BFA, Painting

School of the Museum of Fine Arts, Boston and Tufts University

skills

Adobe Creative Suite

Apple Google MS Office

Fine Art Drawing Painting

Model-making Architecture and Product Design

Shop Vac Bag and Form Fiberglass Plastic Metals Wood Auto Paint Mold-making

Use of most hand and stationary power tools and conventional hand tools

TOD/ELLOT artist designer educator

Owns and operates an art studio, making sculptural collages, layering architecture, graphic and industrial design. With digital and workshop proficiencies, uses design practices to create art including; concept renderings, digital technical drawings and hands-on fabrication. A Professional educator, rugby coach and art mentor over the last twenty-five years.

experience

Fine Art Painter and Graphic Designer

2000-Present

Create relief sculptures for both interior decoration and exhibitions. Inspired by vernacular architecture, sign graphics, and trucking; create collages in various materials which include glass, metal, plastic and wood. Also design Brand Identity for Small Businesses and Sports.

Adjunct Professor at PNCA / Willamette University, Portland, OR 2018-Present

Foundation three-dimensional design and First Year Advisor.
Basic Drawing, Painting, Sculpture, Logo Design, Introduction to
Adobe Illustrator, Pre-College Summer Programs and Advance
Courses for Pre-College Teaching multiple art and design disciplines from
design and personal art experiences. Creating 8-week courses for certificates in continuing education for adults and community
education for high school students. The variety of courses
demonstrate the creative capacity to understand many forms of media and
techniques; and have skills to adapt and solve visual and creative problems
in projects.

Art Teacher, Mansfield High School, Mansfield, MA 2014-16

A utility art teacher in Animation 1, Art 1 B/W Design Theory, Ceramic 1 and Advance Placement Art History. Animation was a class designed to teach Adobe Illustrator, Photoshop and Flash animation. Advance Placement Art History changed the College Board program to a new set of 250 images, which I lectured towards the examination at year-end.

Prototype Painter and Graphic Artist, Engineering Department, Hasbro International Headquarters, Pawtucket, RI 2008-09

Worked with designers producing paint and decals for toy prototypes. Matched color from Pantone charts as well as developed custom colors for the Transformers toy production line and created models used for package art and product "go by" for the Hasbro Far East factory.



certificates

2000 Recipient of the Harriet W. Sheridan Center for Teaching and Learning Certificate, Brown University.

2011-19 Level 300 Coaching Certificate USA Rugby

2015

Advance Placement Teaching Certificate, Manhattan College, Riverdale, NY

volunteer

Canton, MA

2013-16 Board Member, Green Schools

2011-16 Coach, Board Member, Match Secretary, and Communications Director Boston Irish Wolfhounds Rugby Football Club, Youth Program

2016-2019
Assistant Coach,
Lincoln High School Rugby
Certified Coach with
USA Rugby and
Rugby Oregon

TOD/ELIOT

artist designer educator

Art Teacher, Drawing and Painting, Hunakai Studios, Foxboro, MA 2008-09

Teaching techniques used throughout Western Art since the Late Renaissance. Instructions include: traditional drawing marks, stretching and sizing canvas, and color mixing and application.

Graphic and Production Artist Consultant, Reebok, International Headquarters, Canton, MA 2007

Created designs for the Lifestyle apparel, custom calligraphy type, and rendered technical Apparel Development Files for factory production. All concepts and designs consisted of hat, hoodie, pullover, and sweat and t-shirt apparel. These were varied themes and included silkscreen, embroidery, patch and jewel appliqué designs. Projects included most major league sports licensed apparel, skateboarding, and Reebok identity sport and lifestyle clothing.

IKEA, Interior Designer

Communication and Interior Design Department, Stoughton, MA 2005-07

Started with build-up of Stoughton Store, creating room settings in Showroom for Grand Opening utilizing plans from Corporate Central Planning. Became Designer for Work IKEA Business Area, redesigning and updating room settings and other media for the business area.

Rhode Island School of Design (RISD), Summer Studies Program Basic Design Instructor

2001, 2003-05

Created and taught Basic Design 2-3D: This class was a pre-college course, which enabled high school students to investigate design from fine art to functional forms of design. Assignments consisted of 2D compositional and color theory, 2D and 3D form relationships, ergonomics and objects in narrative.

RISD, Drawing Instructor

2000

Developed and taught Investigations into Drawing: This course was created to assist students in creating new medium and tools for drawing. The course began with an overview of traditional drawing medium and techniques. Through various assignments and homework, students developed a personal drawing medium and tools for their own inventive mark-making.



references

Phoenix McNamara pmcnamara@willamette.edu

Derek Harding 508-261-7540

Neil Cooper silverfern1824@gmail.com

awards

1998-99 Fellowship Grant Award, Rhode Island School of Design.

2002-03 Alumni Travel Scholarship Award and Exhibit at the Museum of Fine Arts, Boston

2015 Gold Medal Coach, U-15 Rugby Bay Stae Games, Massachusetts

2005 Cambridge Art Council Public Art Project

TOD/ELIOT

artist designer educator

RISD, Painting Department Health and Safety Assistant and Wood Shop Manager / Student Coordinator 1999

Assisted in department preparation for Environmental Protection Agency audit: Developed OSHA "Right to Know" stations, which included; Hazardous Material form and precautions. Managed the department wood shop; trained students in safe shop rules, administered shop tests, and maintained equipment and tools.

RISD, Teaching Assistant

1998-99

Assisted Artist/Professor Andrew Raftery with Fundamental Painting Introduced students to the traditions of western painting since the Early Renaissance. Guided students in preparing their own medium, paint and surfaces.

Assisted Artist/Professor Donna Bruton in her Studio Painting class. This was a first year (sophomore) painting class where students completed a variety of assignments to present at the end of the semester in a final critique.

Other Notable Creative Experience

1998 Creative Arts, Reading MA Art Teacher

1996-97 St. Francis High School, La Cañada, CA Art Teacher

1994-95 School of the Museum of Fine Arts, Boston, MA Teaching Assistant

1991-92 McCann-Erickson Advertising, New York, NY Freelance Designer

1990-91 Pluzynski Associates, New York, NY Studio Assistant

1988-89 Frank LaSalle Graphics, Graphic Design Intern, Rockford, IL

1987-88 Ware Associates, Architects, Intern and Model Builder, Rockford, IL

Visiting Artist and Lecturer

2005 Cambridge Art Council, Summer Art Program, Visiting Artist and Mentor for Teen Public Art Project, Painting Electric Boxes in the city. 2003 Art Institute, Boston, Visiting Artist, Lecturer and Critic 2003 School of the Museum of Fine Arts, Boston, Alumni Speaker 2002-03 RISD, Visiting Artist, Critic and Lecturer, Print Department 2001 RISD, Visiting Artist/Critic, Painting Department