Marleah Long

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Education

Virginia Commonwealth University School of the Arts (VCUarts) BFA Graphic Design December 49

Lectures & Workshops

Object & Methods Series

Richmond, Virginia

Lecture Series put on by the Graphic Design Department at Virginia Commonwealth University. Speakers include BAD Studio, Coloured Publishing, Matylda Krzykoski, Black Chalk Co. etc.

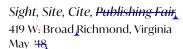
Soft and Awkward Workshop

Richmond, Virginia

Workshop held by Sara Kaaman investigating the expansion of design using softness and awkwardness as strategies, playing with speed, movement, intimacy and distance:

Exhibitions

Cake Walk, Senior Thesis Show MOB Studio Richmond, Virginia December 49





Skills

Adobe Creative Suite

Basic CSS & HTML

Problem Solving

Print Production

Risography & Color Separation

Screen Printing

Vinyl **Cuttting & Installation**

Collaboration

Experience

The GOlab at VCUarts

Print & Graphics Lab Associate

January – December 49

Responsible for proficiency in large format printing, risography, vinyl production and bookbinding techniques. Reformated files to be print ready. Maintained lab and machines within it. Conducted tours and instructed staff and students on use of equipment and materials available to them both in the lab and the greater university.

Dreamspace

Graphic Designer

August 49 - Present

Practicum with Nicole Killian, a design educator at VCUarts and new media artist, Responsible for collaborating on a speculative future library to be held at VCU. Assisted Nicole through the form of research, concept development, and brand guidelines, Created two dimensional modeling, logotypes, and various collateral including posters, and library cards:

VCU School of Humanities and Sciences

Graphic Design Intern

August – December 49

Responsible for <u>creating</u> collateral for specific school within the VCU community. Work included brochures, flyers, and various assets to promote the department to both faculty and staff:

Studio Two Three

Design / Studio Assistant

May – August 47

Assisted with screen-printing and multidisciplinary studio work such as collaborating with other studio artists, public outreach, maintaining facilities and community vision of Studio Two Three. Various print and design work used for promoting the studio's annual fundraiser Silver Factory.

References available upon request: