

Marleah Long

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Education

Virginia Commonwealth University
School of the Arts (VCUarts)
BFA Graphic Design
December 2019

Lectures & Workshops

“Object + Methods Lecture Series”
Richmond, Virginia
Lecture series organized by the Graphic Design Department at Virginia Commonwealth University. Speakers include: BAD Studio, Coloured Publishing, Matylda Krzykoski, Black Chalk Co.

Soft and Awkward Workshop
Richmond, Virginia
Workshop led by Sara Kaaman investigating the expansion of design using softness and awkwardness as strategies, as well as speed, movement, intimacy and distance.

Exhibitions

Cake Walk, Senior Thesis Show
“mOb Studio” Richmond, Virginia
December 2019

Sight, Site, Cite, Publishing Fair
“419 W. Broad Street” Richmond, Virginia
May 2018

Skills

Adobe Creative Suite
Basic CSS & HTML
Print Production
Risography & Color Separation
Screen Printing
Vinyl Cutting & Installation
Problem Solving
Collaboration

Experience

The GOLab at VCUarts

Print & Graphics Lab Associate
January – December 2019
Responsible for assisting students and faculty in large format printing, risography, vinyl production and bookbinding techniques. Reformatted files to be print ready. Maintained lab and its machines, conducted tours and shared additional university resources.

Dreamspace, Speculative Future Library

Graphic Designer
August 2019 – 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 with research, concept development, and identity system and guidelines, 2D modeling, and various collateral including posters and library cards.

VCU School of Humanities and Sciences

Graphic Design Intern
August – December 2019
Responsible for designing a wide range of print collateral including brochures, flyers, and various graphic assets for promoting the School, its faculty, and staff.

Studio Two Three

Design / Studio Assistant
May – August 2017
Assisted with screen-printing and multidisciplinary studio work including 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.