



Marnie Montgomery
ARTIST IN GRAPHIC MEDIA
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PROFESSIONAL GOALS

Design, develop and curate creative environments that invite and engage the public in participation and appreciation of the arts, and that support integration of the arts in our community and daily life.

SKILLS

VISUAL ARTS: drawing, printmaking, watercolor, digital printmaking, video editing, animation, audio editing, graphic design, design for print and electronic media.

ART INSTALLATION: curation and installation of solo and group shows in a variety of settings; hanging systems ranging from jury-rigged to sophisticated; archival presentation methods for works on paper; museum-quality packing and shipping within the U.S. and internationally.

ARTS PROGRAM DESIGN AND DEVELOPMENT: plan and implement startup arts program through creation of suitable space, curriculum development, networking with artists, arts organizations and the community, and through electronic and physical media; initiation and expansion of gallery program.

PROJECT MANAGEMENT: goal-setting in collaboration with clients and teams, scheduling, research, allocation of resources.

TEACHING: drawing, painting, design, computer skills, image editing, video editing, animation.

SOFTWARE: Adobe Photoshop, Illustrator, Acrobat Pro, In Design, and Premiere; Apple iWork (Pages and Keynote – similar to MS Word and PowerPoint), iLife (photo and video management and editing tools), Final Cut Pro, and Soundtrack Pro; Macromedia Dreamweaver and Flash; Alias PowerAnimator; Maya; Maxon Cinema 4D; Newtek Lightwave; file conversion utilities; text editors to edit code; Internet research tools; Internet-based web tools.

RELATED TRAINING

GEORGE MASON UNIVERSITY. Fairfax, VA. MFA in Visual Information Technologies, 2001.

- Received the graduate commencement award for academic achievement and artistic excellence, 2001, and the Crestar Scholarship, 2000.
- Traveled to Beijing as emissary of the university for collaboration with prominent Chinese artist.

THE COLLEGE OF WILLIAM AND MARY IN VIRGINIA. Williamsburg, VA. AB in Fine Art, 1975. Secondary area of study in Anthropology.

2005 – PRESENT. While continuing to deepen skills in the visual arts, I have expanded my studies to include vocal and audio skills through courses and work in:

- Voice Acting
- Vocal Techniques
- Radio Production
- On-Camera Talent

RELATED EXPERIENCE

FAITH RENAISSANCE AT ARLINGTON UNITED METHODIST CHURCH. Arlington, VA. 2006 – present

As Artist-in-Residence, hired to create and implement community arts program “from the ground up”:

- Envision, launch and manage all aspects of the program series
- Convert classroom into versatile studio space
- Identify and recruit artist-teachers according to program goals, negotiate contracts and establish procedures
- Develop courses in collaboration with artist-teachers, prep the studio, handle logistics for off-premises workshops

- Initiate ongoing gallery exhibition program
- Schedule, curate and install solo and multi-artist exhibitions
- Cultivate gallery events drawing increasingly wide audiences
- Design and produce paper-based and web-based collateral and support materials for exhibitions and workshops
- Promote both studio and gallery programs through online media, print materials and word-of-mouth

HYPNOSIS FOR GROWTH. 2005 – present

As a small business partner, anticipating and managing to constantly changing requirements:

- Research, analyze and implement business requirements
- Explore, access and apply pertinent small business resources to manage and grow business
- Create and track multi-pronged marketing strategy
- Design and develop logo and branding philosophy
- Digitally edit audio and create CD master, label and packaging for mass-market distribution

BELLSOUTH, NOW AT&T. 2006

Originally brought into this project as voice-over artist, I assumed additional roles and responsibilities, “going the extra mile” to achieve client goals for a region-wide strategic launch:

- As talent coordinator, manage and advance emergency-timetable production of the interactive introduction to a corporate change
- As voice actor and digital audio editor, produce voice-over files
- As digital artist, work collaboratively with Flash programmer to realize and enhance deliverables; learn and immediately use new Flash skills to edit and add last-minute content

ST. JAMES EPISCOPAL. Leesburg, VA. 2006 – present

Spearheading a new audio ministry project:

- Record Sunday services and capture audio to computer for distribution and “on demand” access
- Digitally edit selections and clean up sound to minimize white noise and electronic interference
- Write and produce voice-over to introduce the parish, present the sermon, and state copyrights
- Prepare files for delivery via the Internet and on CD

INTERNET MULTIMEDIA CENTER, GEORGE MASON UNIVERSITY. Fairfax, VA.

As Interim Program Manager, serving at the request of the department chair, Summer 1998:

- Facilitate communication within multiple teams, and between teams and clients
- Improve accuracy of deadlines and intervening benchmarks to increase timely delivery
- Provide individual “ad hoc” software training as needed

As Project Manager, 3D and Graphics Designer, 1997 – 1999:

- Direct creative teams in design and execution of multimedia projects
- Coordinate scheduling, client budget, and resources
- Facilitate client meetings
- Work “hands on” along with team to implement designs within schedule, budget, and quality requirements

WORKSHOPS AND LECTURES:

As adjunct faculty at George Mason University, Fairfax, VA:

2000-2001. Instructor, “Computers in the Creative Arts”. This undergraduate course included an overview of and introduction to the use of Adobe Photoshop, Adobe Illustrator, HTML coding in text editor, HTML coding in Dreamweaver, audio and video in Adobe Premiere.

1998. Co-Instructor, Visual Information Technologies “Virtual Sculpture”. This graduate-level course included: exploration of aesthetic considerations in the virtual (computer-based) 3D space; enhancement of visual thinking through the use of traditional drawing tools; lectures, demonstrations, and hands-on instruction in the use of Alias PowerAnimator software; the development of individual creative projects culminating in portfolio-quality printed images which demonstrated students’ grasp of the aesthetic and technical considerations of the computer medium.

As graduate assistant to professor in Printmaking, Drawing, and Studio Fundamentals:

Spring 1998. Developed and implemented curriculum to introduce students of traditional media to effective use of computer tools.

As graduate assistant to Computer Animation professor:

Fall 1997. Provided one-on-one instruction in the use of SoftImage software for modeling and animation; delivered class demonstrations, and assisted students with navigation and file management in an IRIX-based network environment.

For the Art League School, Alexandria, VA:

1989-1993. Taught a wide range of beginning and intermediate level courses in drawing, ink, special projects and graphic design. Known for the ability to introduce new artists to the joys of art, and to help existing artists to grow.

FINE ART. 1975 – present

As an independent artist:

Create, present, promote and install drawings, prints and paintings in public and private settings. Selected shows include:

FAITH RENAISSANCE GALLERY. (Solo show.) Arlington, VA. 2008.

PRINT MATRIX EXCHANGE. Rhode Island School of Design, Providence, RI. 2001.

THE VISIBLE WORD. Dadian Gallery, The Henry Luce III Center for the Arts and Religion, Wesley Theological Seminary, Washington, DC. 2001.

MASK MIRROR. (Solo show.) Master of Fine Arts thesis show. George Mason University, Fairfax, VA. 2000.

THE KRASNOW INSTITUTE. George Mason University, Fairfax, VA. 2000-2001.

ELECTRIC EYES. George Mason University, Fairfax, VA. 1999-2000.

OCULAR INTERACTIVE. George Mason University, Fairfax, VA. 1998.

GTE. (Duo show.) Chantilly, VA. 1995.

LOGISTICS MANAGEMENT INSTITUTE. (Solo show.) Tysons Corner, VA. 1994-1995.

PERRY HOUSE GALLERIES. (Trio show.) Alexandria, VA. 1994.

PHILADELPHIA MUSEUM OF FINE ART, Sales and Rental Gallery, Philadelphia, PA. 1993-1994.

CARROLL REECE MUSEUM. (Solo show.) East Tennessee State University, Johnson City, TN. 1993.

TWENTIETH CENTURY GALLERY. (Duo show.) Williamsburg, VA. 1993.

GALERIE ATELIER. (Solo show.) Philadelphia, PA. 1991.

THE DADIAN GALLERY. (Solo show.) Washington, DC. 1991.

Additional freelance work has included graphical, video, and audio production for projects such as logo design and application, music videos, print materials, game elements, and web graphics.

REFERENCES AVAILABLE ON REQUEST