g Gary Meacher

gmeacher@me.com | **www.garymeacher.com**

Education

Kent State University *Kent, Ohio*
Master of Fine Arts | Visual Communication Design (terminal degree)
Graduate Certificate | User Experience Design
May 2012

Graduate Teaching Assistant *Kent State University*
Course Assistance | **Visual Communication Design 1** | *3 credit hours* | Fall 2010
An introduction to design principles, typography, and history. Provides an overview of the profession and explores possible career choices within the broadening field of visual communication design.

Cleveland State University *Cleveland, Ohio*
Bachelor of Arts | Concentration Graphic Design
Minor | Marketing
May 2008

Teaching Experience

Quincy University *Quincy, Illinois*
Tenured, Associate Professor of Design, Art & Design Department | 2023 – Current
Assistant Professor of Design, Art & Design Department | 2019 – 2023
Summary of Responsibilities
• Minimum 12 credit hour teaching load per semester
• Student advising
• Committee service
• Recruiting
• Curriculum development
• Student group advising
• Computer lab management

Curricular Development
Complete restructuring and development of the Bachelor of Fine Arts in Graphic Design degree track with new courses and course materials.
ART 150 - Social Media: Content & Design
ART 190 - Digital Studio
ART 270 - Typography
ART 295 - Graphic Design
ART 370 - User Experience & Interface Design (UX/UI)
ART 380 - Motion Design
ART 385 - Web Design
ART 465 - Design for Change
ART 470 - Advanced Graphic Design
ART 480 - Internship
ART 495 - Senior Seminar
COM 395 - Visual Journalism & Publishing

Revised and restructured:
• *Application Development & Design Degree to be more current in the field of technology and more collaborative in its degree offerings from the Computer Science and Art & Design Departments*
• *Graphic Design Minor*
• *Web Development Minor*

Consulted on the development of:
• *BFA Studio Art Degree*
• *Studio Art Minor*
• *BFA Arts Management Degree*

Teaching Experience
(continued)

Courses Taught *(with course descriptions)*

Web Design | *3 credit hours*
Introduction to web design principles and web content management. This course covers topics such as user interfaces, web conceptualization, page structure, web accessibility standards, user experience, and design considerations for electronic media. Projects involve the development of web architecture and complete design aesthetic choices specific to the web on mobile, desktop, and other environments.

Typography | *3 credit hours*
An introduction to the study of the letterforms as a pillar of graphic design. A focus on how typography can be used as a communicative device as well as a graphic, compositional and expressive element within print and digital environments. Exploration of letterform anatomy, analysis, measuring systems, and identification will all be foundational to the practical issues of setting and using type effectively within a composition.

Advanced Graphic Design | *3 credit hours*
A deep dive into design research and its application to large-scale projects with multiple components under the same unifying theme. Students will focus on making research-driven design choices based on audience, market, competitors, and opportunities for innovation. An emphasis is placed on designing within a system to create a functional, broad, but related aesthetic.

User Experience & Interface Design (UX/UI) | *3 credit hours*
Emphasis will be placed on digital product design/development and the application of user- centered design techniques necessary for creating intuitive interfaces that facilitate good user experiences. UX/UI is an important aspect of mobile app design, interactive interfaces, and end-user testing. Students will focus on the design process from research, conceptualization, and testing to presentation and implementation.

Motion Design | *3 credit hours*
This course focuses on the application of design principles to motion graphics and video production. An emphasis will be placed on the sequencing of images and graphics in a way that creates a visual narrative and/or communicates a message. Projects will primarily be constructed through the use of Adobe After Effects. The design process will be explored through exercises, research, creative exploration, and product implementation.

Computer Illustration | *3 credit hours*
An introduction to computer illustration using graphic vector-based software. Students will be introduced to computer best practices using Adobe Illustrator software, scanning and printing.

Design for Change | *3 credit hours*
This course will provide practical experience to upper-level students in the cross-disciplinary fields of advertising, design, marketing communications, and public relations. During the semester, students will provide a host of services for an area non-profit organization in a "client" and "agency" relationships. (Offered in the fall of alternate years)

Graphic Design | *3 credit hours*
A broad introduction to design aesthetics and the visual organization of information. Students will focus on learning aesthetic fundamentals. Current design theory, research, and practical application will be a focal point in conjunction with project development. The course is structured to aid students in developing formal design skills with a strong background in process and practicality.

Teaching Experience
(continued)

Digital Studio | *3 credit hours*
Students begin with basic operating system procedures and digital best-practices. Foundational comfort with technology will progress to extensive use of design industry standard programs within the Adobe Creative Cloud (Adobe Photoshop, Adobe Illustrator, and Adobe InDesign). Emphasis will be placed on applied knowledge as the class progresses from program to program. Students will become confident with the tools and processes of the field and be empowered by their independence within the boundaries of best design practices.

Visual Journalism & Publishing | *3 credit hours*
A hands-on focus of the production of printed and electronic publications like magazines, zines, and newspapers. Student conduct market research, curate and edit content, create editorial illustrations, practice photojournalism, and design publications with an emphasis in page-layout.

Senior Seminar | *3 credit hours*
Students will be given the opportunity to produce a self-directed, mature body of work. Seniors are encouraged to work on the concept for the seminar over the summer, submitting a completed proposal within the first week of the fall semester. Weekly meetings will be held with the advisor to ensure regular progress in accomplishing the goals established in the student proposal.

Social Media: Content & Design | *3 credit hours*
Social Media platforms engage with audiences and build a following for brands, causes, and topics of interest. Competitive visual communication strategies that are engaging and memorable are essential. Students build design assets and generate content strategies that deliver a message and perform on multiple platforms through a variety of media; photography, video, motion, written messages, and emerging technologies.

Culver-Stockton College *Canton, Missouri*
Chair, Art & Design Department | Spring 2013 – Spring 2019
Summary of Responsibilities
Faculty coordination
Department assessment
Course scheduling
Hiring adjunct instructors
Overseeing department degree requirements and modifications
Coordinating department public relations
Managing department budget
Overseeing art gallery logistics
Producing department annual report

Assistant Professor of Art & Design | Fall 2012 – Spring 2019
Summary of Responsibilities
Minimum 12 credit hour teaching load per semester
Student advising
Committee service
Recruiting
Curriculum development
Student group advising
Internship supervision
Computer lab management

Teaching Experience
(continued)

Curricular Development
Complete restructuring and development of the Bachelor of Fine Arts in Graphic Design and Minor in Digital Media degree tracks and course materials

ART 117 - Digital Studio
ART 253 - Graphic Design
ART 343 - Design History
ART 364 - Motion Design
ART 392 - Media Design
ART 394 - User Experience and User Interface Design
ART 396 - Web Design
ART 397 - Web Development
ART 425 - Advanced Graphic Design
ART 476 - Professional Internship in Art
ART 492 - Creative Professional & Portfolio
ART 498 - Global Studies
ART 499 - Arts Abroad
FYE 101 - First-Year Experience

Courses Taught *(with course descriptions)*

Digital Studio | *3 credit hours*
Basic operating system procedures of Mac OSX and extensive use of design industry standard programs: Adobe Bridge, Adobe InDesign, Adobe Illustrator, and Adobe Photoshop. Emphasis is placed on applied knowledge as the class progresses from program to program. Comfort with the technology of the field and empowered independent usage within the boundaries of best design practices.

2 Dimensional Design | *3 credit hours*
Comprehensive overview of design elements and principles through the study of two dimensional space. Emphasis on inventiveness in the use of various media.

Design and Illustration | *3 credit hours*
Design concepts and digital illustration techniques using Adobe Illustrator. Projects include corporate identity systems, 2 dimensional digital illustration, and multi-purpose vector graphics.

Graphic Design | *3 credit hours*
A broad introduction to design aesthetics and the visual organization of information. Students focus on learning typographic and aesthetic fundamentals. Current design theory, research, and practical application is studied in conjunction with project development. The course is designed to aid students in developing formal design skills with a strong background in process and practicality.

Advanced Graphic Design | *3 credit hours*
Comprehensive instruction on the creation of design collateral. Focus is placed on multi-page and multi-faceted print based artifacts, packaging, and cohesive brand development. Students study the creation and production of design pieces from initial production schedules, creative brainstorming, and problem-solving techniques to aesthetic development and modes of output.

Media Design | *3 credit hours*
Emphasis on current multimedia formats: video/motion, web, and mobile applications. Students focus on the design process from research and conceptualization to presentation and implementation with respect to interactive and motion driven mediums.

User Experience & User Interface Design | *3 credit hours*
A focus on digital product design/development and the application of user-centered design techniques necessary for creating intuitive interfaces that facilitate good user experiences. Students will focus on the design process from research, conceptualization, and testing to presentation and implementation.

Teaching Experience
(continued)

Web Design | *3 credit hours*
Introduction to web design principles and web content management. This course covers topics such as user interfaces, web conceptualization, page structure, web accessibility standards, user experience, and design considerations for electronic media. Projects involve the development of web architecture, and complete design aesthetic choices specific to the web on mobile and desktop environments. Students develop informational, personal portfolio, and e-commerce websites.

Web Development | *3 credit hours*
This course will focus on the need to build websites from scratch using HTML and CSS. Designers can create more attractive and usable sites with guidance and respect to back-end web development. From understanding how the web works to an emphasis on usability, information architecture, and SEO (search engine optimization), this course will prepare designers for interactions with web developers, programmers, and user experience designers.

Motion Design | *3 credit hours*
Application of design principles to film and video production through the use of Adobe After Effects. Multimedia projects are researched and created with an emphasis on concept and creative exploration. Projects revolve around the use of kinetic typography and short film production.

Design History | *3 credit hours*
Examine design trends in aesthetics and theory, from the invention of writing to the digital revolution. Students learn how to identify styles and understand their significance to contemporary design. Development of their ability to write personal and analytical commentary of a particular design subject as well as their ability to research and present view points on design. Further development is made by creating inspired design pieces with respect to historical design techniques.

e-Portfolio | *1 credit hour*
Creation of an electronic portfolio that showcases student skills and potential to prospective employers and/or graduate schools.

Creative Business & Portfolio | *3 credit hours*
Students produce professional portfolios, resumés, and freelance business collateral. Industry professionals are invited to speak about their experiences and give advice on how to progress in the field. Trips may be taken to local businesses for tours and behind-the-scene looks at business operations.

Senior Capstone | *3 credit hours*
Students create a major body of highly evolved work in a primary studio or graphic design area. The senior capstone project includes an individual thematic series developed at an advanced level of creative exploration. This body of work is the major component of the required senior art show.

Professional Internship in Art | *1–6 credit hour(s)*
Students acquire a professional internship with the intention of gaining experiences related to the student's major or career goals in art and design. Students will work on-site in a professional setting under the supervision and monitoring of practicing professionals in their area of study. Example internship locations may include an art agency, gallery, museum, advertising design firm, publishing/printing house, non-profit, or other organizations where professional experiences can be related to the student's academic program. Prerequisite: Junior or senior standing highly recommended, approval by an Art & Design faculty sponsor, advisor, host site, and internship coordinator.

First-Year Experience | *3 credit hours*
This course is intended to assist new students with the intellectual, academic, and social transition to higher education. Students in this course are united by a shared interest in a special topic, which will serve as a catalyst for intellectual pursuit, developing academic success skills, making connections campus-wide, and adjusting to collegiate expectations.

Teaching Experience
(continued)

Global Studies | *1 credit hours*
 This course will focus on materials that will enable students to fully engage with the academic content of the accompanied travel course. This course enables travel course leaders to monitor passports, visas, payments, and application document completion as well as introduce students to the knowledge needed to be an informed traveler.

Arts Abroad | *3 credit hours*
 This course will provide an introduction to the history, arts, and architecture in the cultural context of Italy, France, and Switzerland. There is a focus on visual, performing, and literary arts with an emphasis on experiential learning opportunities.

Cuyahoga Community College *Parma, Ohio*
Visual Communication & Design Adjunct Faculty | Fall 2009 – Fall 2011
Courses Taught *(with course descriptions)*
Digital Studio Basics | *3 credit hours*
 An introduction to the Macintosh operating system and the Adobe Creative Suite of software including: Bridge, Photoshop, Illustrator, and InDesign.

Macintosh Basics | *1 credit hour* | *Developed all course materials*
 An introduction to the Macintosh operating system, word processing, hardware peripherals, and technology best practices.

Media Design | *3 credit hours* | *Developed all course materials*
 Emphasis on current multimedia formats: video/motion, web, and mobile applications. Students focus on the design process from research and conceptualization to presentation and implementation with respect to interactive and motion driven mediums.

Cleveland State University *Cleveland, Ohio*
Adjunct Art Faculty | Fall 2010 – Spring 2012
Course Taught *(with course description)*
Intro to Mac | *3 credit hours* | *Developed all course materials*.
 An introduction to the Macintosh operating system and the Adobe Creative Suite of software, including Bridge, Photoshop, Illustrator, and InDesign.

Kent State University *Kent, Ohio*
Adjunct Visual Communication Design Faculty | Spring 2011 – Fall 2011
Courses Taught *(with course descriptions)*
Basic Computer | *3 credit hours* | *Developed all course materials*.
 Basic operating system procedures of Mac OSX and extensive use of design industry standard programs Adobe Bridge, Adobe InDesign, Adobe Illustrator, and Adobe Photoshop. Emphasis is placed on applied knowledge as the class progresses from program to program. Comfort with the technology of the field and empowered independent usage within the boundaries of best design practices.

Advanced Visual Design Media | *3 credit hours*
 A survey of the basic elements and principles of two–dimensional design, type terminology, typography, design concepts, Adobe InDesign, and Adobe Photoshop.

Visual Design Media (Online) | *3 credit hours*
 Introduces non-design major students to the Macintosh operating system and the Adobe Creative Suite of products, including Bridge, Photoshop, Illustrator, and InDesign. Introductory critiques on basic composition, layout, and typography.

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Professional Experience

Apple, Inc. *Westlake, Ohio*
Creative (Hardware and Software Trainer) | August 2008 – August 2010
One to One Sessions
  Hour long sessions catered to adult education. Student-led learning environment empowering the member to be independent in their computer use.
Workshops and Field Trips
  2 – 3 hour facilitated learning environment with large groups of customers. Tasks are demonstrated and guided towards specific goals in varying subjects revolving around the use of Apple software and hardware.
Personal Projects
  4 hour user driven learning sessions. Open subjects catered towards member goals. Projects range from creative processes in photography, video, design, and audio to clerical tasks like word processing, presentations, and spread sheets.

Gary Meacher Design *Cleveland, Ohio and Quincy, Illinois*
Graphic Design and Illustration | August 2007 – Current
  Maintain a project from research and conceptualization to design and implementation. Notable clients include: Trends International LLC, Cleveland State University, ThoughtWorks LTD, Veterans Contracting, Promote Positivity, Cleveland Social Ventures Partners, Blessing Hospice & Palliative Care, Snappy Geek Digital, Kitchen & Bath Gallery, Gully Transportation, and Nora Baldner for Mayor.

Cleveland State University, Art Department *Cleveland, Ohio*
Digital Art Technician | November 2011 – July 2012
  Tech support for all hardware and software used within the Art Department. Equipment maintenance and management. Consultation on new equipment purchases and technology for instructional and creative use.

Apple, Inc. *Westlake, Ohio*
Creative (Hardware and Software Trainer) | August 2008 – August 2010
  Facilitate student field trips and public workshops in the use of Apple software and hardware. Conduct personal training sessions on best practices of Apple equipment and software applications, as well as consultation of customer projects and personal goals. Employee mentorship, educating coworkers so they may better demonstrate products to customers. Technical support to clients through Genius Bar appointments, troubleshooting any technical issues related to Apple iPod, iPhone, and iPad.

Vindicator Multicultural Magazine *Cleveland, Ohio*
Art Director/Graphic Designer | May 2007 – May 2008
  Responsible for production of a 50 page magazine. Cover design, page layouts, and art/photo direction to photographers and other graphic designers to ensure a unifying direction in each issue. Managed a tight monthly production schedule.

Certifications

AIGA Certificate in Small Business Management
Achieved after reviewing over 30 hours of course materials on the MindEdge Online Learning platform and completing the subsequent online exams.
  Wide variety of skill building revolving around business acumen. Leading and managing small businesses, project management, marketing, accounting, budgeting and financial analysis, human resource fundamentals, and essential laws related to small businesses.

Parselmouth## Gary Meacher

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Certifications
(continued)

Miro: Collaborative Meetings, Mapping & Diagramming, and Miro Essentials
Achieved after reviewing online course materials on Miro Academy and completing the subsequent online exams.
  Verified skill certifications in the use of Miro, a virtual whiteboarding tool for collaborative brainstorming, presentations, and project management

Apple Teacher
Achieved after reviewing course materials in Apple software and hardware and completing the subsequent online exams.
  Apple Teachers are recognized for their understanding of how to use Apple products for teaching and learning. They have proven knowledge of using iPad, Mac, and built-in apps to enhance productivity and inspire creativity in their classrooms and beyond. Apple honors their achievement and commitment with this certification.

Apple Creative
Achieved after an Apple corporate extensive training program, observational period, and proctored exam.
  Qualified to educate/train on all Apple devices and software programs. Specialized training on adult education, large group facilitation, brand consistency, and client relationship management.

Apple Small Devices (iPhone/iPad/iPod)
Achieved after a proctored and Apple corporate sponsored exam.
  Extensive operation, troubleshooting, and repair of all iPhone, iPod, and iPad models.

Apple iLife
Achieved after a proctored and Apple corporate sponsored exam.
  iLife Software suite: iPhoto, iMovie, Garageband, iDVD, and iTunes

Apple iWork
Achieved after a proctored and Apple corporate sponsored exam.
  iWork Software suite: Pages, Keynote, and Numbers

Apple Aperture
Achieved after a proctored and Apple corporate sponsored exam.
  Apple's professional level photography application.

Technical Abilities

Software *Advanced Knowledge*
- Macintosh Operating Systems
- Adobe Creative Cloud: Photoshop, Illustrator, InDesign, Bridge, Xd
- Apple iLife: iPhoto, iMovie, Garageband, iDVD, and iTunes
- Procreate, digital illustration software
- Microsoft Office: Word, PowerPoint, and Excel
- Apple iWork: Pages, Keynote, and Numbers
- Google G-Suite Applications: Calendar, Docs, Sheets, and Slides
- Cloud Services: Dropbox, iCloud, and Google Drive
- Learning Management Systems:
    Blackboard, Canvas, Jenzibar, Moodle, Google Classroom
- Content Management Systems: Wordpress, Squarespace

Technical Abilities
(continued)

- iOS iPhone Operating Systems
- iPadOS Operating Systems
- Video Conferencing Tools: Skype, Zoom, Google Meet, Cisco Webex
- ScreenFlow, screencasting
- Miro, visual collaboration software
- Craft, knowledge management software
- Slack, team management and communication software

Software *Intermediate Knowledge*
- Windows Operating System
- Adobe Creative Cloud: Lightroom, After Effects, Animate
- Sketch, design and prototyping software
- Figma, design and prototyping software
- Notion, knowledge management software
- HTML
- CSS

Professional Affiliations
(continued)

AIGA | The Professional Association for Design
Member | *National Chapter* | October 2010 – Current
  Volunteer/attend events revolving around design, research, sustainability,
  craft, and education. Participate in the online and local communities.
Faculty Advisor | *Culver-Stockton College Chapter* | August 2013 – May 2019
  Founded the student group. Guiding and preparing students as they work to become
  professional designers and serving as the liaison between the students and AIGA.
Assistant Interactive Chair | *Cleveland Chapter* | September 2008 – May 2009
  Volunteer for events that help educate the community on the value of design
  and create a camaraderie within the Cleveland graphic design market. Major
  contributions include the design and implementation of e-newsletters and
  web-based advertising.
President | *Cleveland State University Student Chapter* | August 2007 – May 2008
  Organized a series of meetings to create awareness for local design communities
  and educate emerging professionals on the value of design. Volunteered to educate
  underprivileged children in the career path of design.

Kappa Pi International Arts Honors Fraternity
Faculty Advisor | *Culver-Stockton College Chapter* | August 2013 – May 2019
  Co-founded the group. Initiate members annually. Supervise and participate in student
  volunteer opportunities in promoting the arts and building a community through the
  support of the arts. Projects include painting murals, tutoring, arts and crafts events
  with the elderly, face painting booths at art festivals, etc.

UPA | Usability Professionals Association
Student Member | *Northeast Ohio Chapter* | January 2011 – June 2012
  Volunteered for the World Usability Day 2010, 2011 conferences.

AAF | American Advertising Federation
Designer | *Cleveland State University Chapter* | August 2007 – May 2008
  Responsible for the design and layout of a marketing plan book for AOL Time Warner
  to be submitted to The National Student Advertising Competition.

| College Service | **Quincy University** *Quincy, Illinois* |

Quincy University *Quincy, Illinois*
Academic Advising
Areas of responsibility include all Graphic Design and Application Design majors as well as supporting Art majors, undecided majors, and students minoring in Graphic Design.
- Content tutoring
- Course offerings, scheduling, and academic planning
- Identifying interdisciplinary opportunities with minors or double-majors
- Internship supervision and placement
- Service learning
- Curricular development feedback
- Continued education opportunities outside of existing course content
- Student groups
- Technical support
- Study habits and workload management
- Campus resources
- Student freelance business development
- General counseling

Created an Advising Syllabus to distribute to all advisees each academic year. The document outlines the responsibilities of the advisor and the student, ways to engage with each other, important dates throughout the year, and a list of campus resources.

Faculty General Assembly
Moderator Pro-Tem and Secretary
A position nominated and voted on for approval by the faculty body. Assist the General Assembly Moderator in planning, organizing, and running the General Assembly sessions. If the Moderator is unable to run the meeting, the Pro-Tem would be prepared to take on that responsibility. The Secretary records notable discussions, announcements, and votes during the General Assembly session. Before and after sessions, the Secretary shares documentation in preparation for and as a result of each session.

Academic Programs Committee
Fine Arts & Communications Division Representative
Review, evaluate, and make recommendations concerning curricular development. This committee reviews program proposals submitted by academic divisions, approves courses, and verifies course designations for the Bonaventure (General Education) program in regards to writing enriched, diversity, global, and ethical course requirements.

Instructional Technology Committee
Fine Arts & Communications Division Representative
Advocating for the technological needs of faculty and students. Collaborating with the IT department regarding current technology needs, hardware updates and purchases, and seeking ways to fundraise for technological necessities. Looks for opportunities to support the Education Technology Specialist in training and supporting faculty and students on best practices. Monitors emerging technologies and advocates for campus resources related to navigating the current technological landscape.

Academic Affairs Advisory Group
Invited Member by the Vice President of Academic Affairs
A recruited group of "constructive and original thinkers". This group allows for additional dialogue, advice, and consultation about the pulse of the Quincy University campus between the Faculty and Administration.

College Service
(continued)

Academic Symposium

Project/Research Faculty Advisor and Judge

A showcase for student achievement across the liberal arts. Student presenters engage in professional discourse with experts, as well as the greater community, to disseminate their work. Provides a public forum for academic competition with prizes awarded to a student and their faculty mentor from each department. As a Mentor, we advise project development and presentation style while the student builds on their existing work. As Judge, we survey an established set of competitors in a given subject area(s) and provide feedback on their enthusiasm, oral and visual communication, accessibility of language, and articulation of research importance.

Bookstore Committee

Committee Chair, Fine Arts & Communications Division Representative

Quincy University was in need of a new partnership after a poor experience with a previous vendor. Committee responsibilities included researching academic bookstore vendors, interviewing their customer service representatives, participating in demonstrations, attend sales pitches, follow up on references, and formally submit a written recommendation to the Chief Financial Officer on the best fit.

Bookstore Transition Committee

Faculty Representative

In response to previous involvement on the Bookstore Committee, I was asked to represent the Faculty during the transition period from the previous vendor to the newly established vendor as well as the launch of a new University owned and operated retail space. Responsibilities included overseeing the textbook adoption process, discussing marketing opportunities for the new retail store, item stocking recommendations, and overall representation of the faculty's perspective during this process.

Faculty Search Committee - Assistant Professor of Psychology

Fine Arts & Communications Division Representative

Review applicants for the open position. Parse all qualified applicants and initiate virtual interviews with the top candidates. Upon completion of virtual interviews and reference checks, invite the candidates with the best potential fit to an on campus interview.

Presidential Scholarship Interviewer

Faculty Representative

Interview highly qualified student candidates for scholarship consideration.

Quincy University Game Group

Group Founder and Faculty Advisor

A place for any and all, both seasoned and new, to share in their passion for games and build a community around gaming in all forms—video games and tabletop games.

Day of Service

Participant and Group Leader

An initiative based on service learning opportunities, this day functions as community outreach and a chance to enact the Franciscan mission to serve others.

Art Computer Lab Renovation

Project Planner

Collaborated with the Vice President of Academic Affairs, Chief Financial Officer, and Head of the IT Department on refreshing the Art computer lab to better serve the requirements of the design/digital art field as well as student needs. Researching technological solutions, room schematics, tables, chairs, software, paint colors, etc.

College Service
(continued)

J W Gardner II Foundation - Grant (Art Computer Lab Renovation)
Co-Writer
  In collaboration with the Advancement Department, we wrote an argument advocating
  for funding to renovate the Quincy University Art computer lab based on industry
  standards, needs of the students, and opportunities to enhance the curriculum.

Culver-Stockton College *Canton, Missouri*
Academic Advising
*Areas of responsibility include all Graphic Design majors as well as supporting Studio Art
majors, Art Education majors, undecided majors, and students minoring in Graphic Design.*
  • Content tutoring
  • Course offerings, scheduling, and academic planning
  • Identifying interdisciplinary opportunities with minors or double-majors
  • Internship supervision and placement
  • Curricular development feedback
  • Continued education opportunities outside of existing course content
  • Student groups
  • Technical support
  • Study habits and workload management
  • Campus resources
  • Student freelance business development
  • General counseling

Institutional Assessment Steering Committee
Fine, Applied, and Literary Arts Division Representative
  Responsible for directing and evaluating the institutional assessment program of
  the college, including the assessment of student learning. The committee makes
  recommendations to the President and Vice President of Academic Affairs for
  further consideration with regard to planning and budgetary decisions.

Performance Review System Task Force
Committee Chair, Fine, Applied, and Literary Arts Division Representative
  Responsible for the exploration of a merit-based raise structure for faculty members
  as tasked by the Board of Trustees. Further tasked to develop a comprehensive guide
  on achieving, awarding, and reviewing performance-based raises. As chair of this
  committee, detailed construction of this document involved extensive collaboration
  with the Vice President for Academic Affairs and Dean of the College.

Instructional Technology Committee
Committee Chair, Fine, Applied, and Literary Arts Division Representative
  Support technologies and policies that promote on-campus and online teaching and
  learning opportunities. The committee reviews and evaluates educational resources
  and environments, instructional technologies, library and media resources, learning
  management systems, and pedagogical methods and strategies.

Academic and Cultural Events Committee
Fine, Applied, and Literary Arts Division Representative
  Monitor enriching campus events. Includes three components: artistic and cultural
  experiences, academic experiences, and campus and cultural experiences. As an integral
  part of the college's liberal arts education, it seeks to broaden academic pursuits,
  introduce current issues, serve as a forum for ethical concerns, offer cultural breadth and
  refinement, and stimulate new directions and perspectives for thought. Students must
  attend a total of 24 events as part of their General Education requirements.

College Service
(continued)

General Education Committee
Fine, Applied, and Literary Arts Division Representative
  Review, evaluate, and make recommendations concerning the General Education
  program. The general education curriculum provides a common foundation of
  learning for all students at Culver-Stockton College. This committee reviews proposals
  submitted by academic divisions and approves courses for the General Education
  curriculum. Contributed to the revision of the entire program in terms of structure,
  learning outcomes, desired skills, and evaluation.

Committee on Faculty
Non-Tenured Fine, Applied, and Literary Arts Division Nomination
  Review and discuss matters of general concern to faculty members, including college
  policies related to faculty evaluation, tenure, promotion, and faculty development.
  Make formal policy recommendations to the Faculty Assembly.
  Approve and recommend changes to the faculty handbook that relate to
  academic affairs issues.

Travel Study Committee
Fine, Applied, and Literary Arts Division Representative
  Promote learning opportunities that prepare students to become active and engaged
  participants in our interconnected world. This committee provides guidance and
  direction for faculty members planning international and domestic travel and
  approves extended travel courses that enhance the curriculum.

Student Conduct Panel
Faculty Representative
  Students whose behavior violates the Code of Conduct meet with the Dean of Student
  Life, his/her designee, or the Student Conduct Panel for an administrative hearing to
  explore the situation and to determine whether disciplinary sanctions are necessary.

Pillars of Excellence Scholarship Interviewer
Faculty Representative
  Interview highly qualified freshman candidates for full tuition
  scholarship consideration.

Speaking Engagements
(continued)

EdTalks: Critique & Feedback | *Quincy University* | April 2022
Invited Presenter
  Recorded a 25 minute presentation in the QUTV studio as part of a mini-series of
  "EdTalks" from Professors at Quincy University. One motivator of the series was to raise
  academic achievement and awareness on campus and in the surrounding community.

Portfolio Building | *Salem State University* | April 2018
Invited Guest Instructor
  Hands-on workshop, critique, and lecture for graduating graphic design majors
  revolving around portfolio building, marketing skill sets, and presentations.

Apple Technology | *EDU Mini-Conference* | February 2018
Invited Speaker
  Hands-on workshop and lecture for graduating education majors with an interest in
  the instructional use of Apple products.

Fearless Feedback | *Culver-Stockton College* | January 2018
"Dean's Lunch" Discussion
  Lecture on the importance of building a culture of feedback, how to give and receive
  feedback, and the value of an open and honest classroom and work environment.

Speaking Engagements
(continued)

Mac 101 | *Culver-Stockton College* | September 2017
Faculty Development
  Introduction to the basic use of the Mac operating system for faculty and staff.

Apple Technology | *Culver-Stockton College* | March 2017
Faculty Development
  Hands-on workshop and lecture for faculty and staff with an interest in the
  instructional use of Apple products.

iPad Productivity | *Culver-Stockton College* | November 2016
Faculty Development
  Hands-on workshop and lecture for faculty and staff with an interest in improving
  their productive use of the iPad.

Pica 2 Pixel Podcast | 2015
Invited Speaker and Industry Representative
  An audio podcast featuring visual communication and design professionals
  discussing different topics related to graphic design including print, digital, history,
  education, and current topics and trends. Participated in the inaugural episode and
  was subsequently invited back for a mini-series of 13 episodes.

Google Classroom | *Culver-Stockton College* | October 2015
Associate Dean's "Conversations" series
  Lecture and demonstration of the instructional use of the Google Classroom online
  learning platform. This workshop was given to the faculty as part of a continued
  effort to alleviate the level of instructional technology use and actualize the full
  potential of Google applications.

Branding | *Culver-Stockton College* | March 2015
High School Visual Arts Visit Day
  Collaborating with a local industry professional in a discussion with high school
  juniors and seniors about the field of graphic design with an emphasis on branding.

Online Learning | *Culver-Stockton College* | October 2014
Faculty Development
  An overview of the available resources for online learning of new skills, software,
  productivity, organization, leadership, and general self-improvement.

iPad for Art Education | *Missouri Art Education Association* | June 2013
District 2 Retreat
  Hands-on workshop based on discovering the function and features of the iPad and its
  optional accessories. Additional demonstration of recommended applications for creativity,
  productivity, educational resources, and practical in-class and professional uses.

A Career in Graphic Design | *Culver-Stockton College* | March 2013
High School Visual Arts Visit Day
  Collaborating with a local industry professional in a discussion with high school
  juniors and seniors about the field of graphic design. Diagramming an average
  day for a designer, presenting real world projects, sample client interactions, and
  recommendations for those interested in pursuing a career in design. 17 different
  local high schools attended this event.

g Gary Meacher

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Speaking Engagements
(continued)

iPad in the K–12 Classroom | *Culver-Stockton College* | March 2013
Education Week Breakout Session
> Lecture and demonstration on the instructional use of the iPad in a K–12 setting. Emphasis on existing accessories that may be used to aid in the educational process, applications that can streamline in-class interactions and documentation, as well as tips and tricks to more efficiently navigate the iOS mobile operating system. Additional discussions on best practices for handling technology in the classroom and focusing on the iPad as an educational tool.

Opening Thoughts | *Culver-Stockton College* | April 2013
Faculty Assembly
> Inspirational opening remarks. Thoughts focused around the need for continued education and exploration beyond faculty's field of study. Taking a multidisciplinary approach to education and learning from outside experiences that can then be applied to an educator's specific area.

Editorial Design | *Culver-Stockton College* | December 2012
Advertising and Communications Workshop
> Lecture and demonstration in best practices for editorial design and production use of Adobe InDesign. *Harmony Literary & Arts Magazine* and *The Megaphone*.

iPad for Education | *Culver-Stockton College* | October 2012
Assistant Dean's "Conversations" series
> Lecture and demonstration on the instructional use of the iPad. Emphasis on existing accessories that may be used to aid in the educational process, applications that can streamline in-class interactions and documentation, as well as tips and tricks to more efficiently navigate the iOS mobile operating system.

Introduction to iPad | *Cleveland State University* | August 2011
Art Department Workshop
> Hands-on workshop based on discovering the function and features of the iPad. Additional demonstration of recommended applications for creativity, productivity, educational resources, and practical in-class and professional uses.

Recognition & Achievements

J W Gardner II Foundation - Grant | *Quincy University*
Co-Writer
> Awarded a $40,000 Grant in August 2022 to fund the renovation of the Quincy University Art & Design computer lab.

Academic Symposium | *Quincy University*
Mentor
> 2022 Melissa Hough, *Yayoi Kusama Illustration,* 1st Place
> 2022 Peyton Wiseman, *Madrid 2032,* 2nd Place

Faculty Art Show - 2022 | *Quincy University*
Design
> *Game Boy Camera History*
Photography
> *Original Scale*
> *Gravestone*
> *Omnipresent Monument*
> *Shade*
> *Playground Play Ground*
> *Key Out or Kept In*
> *Natural Contrast*
> *Me and My Shadow*
> *Firmament*

Recognition & Achievements
(continued)

1839? 1998? 2022?
Bloom
No Matter How Small

Faculty Art Show - 2021 | *Quincy University*
Design
  Infographic Poster: *6ft Away or 6ft Under*
  Branding Package and Signage: *Nora Baldner for Mayor*
Photography
  Shoes to Fill
  Hand in Hand
  Choices, Choices

Faculty Art Show - 2020 | *Quincy University*
Design
  Branding Package: *OX-B's Restaurant*

Faculty Art Show - 2019 | *Quincy University*
Design
  Wedding Package: *Shayko Wedding*
  Lenticular Poster: *The Dark Knight*
  Branding Package: *Kitchen & Bath Gallery*
  Website: *Kitchen & Bath Gallery*
  Website: *Gully Transportation*

Judge and Guest Speaker | *Truman State University* | April 2018
Clark County High School Art Day

Harmony Literary & Arts Magazine
Art Director
  2019 Columbia Scholastic Press Association, Gold Medalist
  2019 American Scholastic Press Association, 1st Place
  2018 Columbia Scholastic Press Association, Silver Medalist
  2017 Columbia Scholastic Press Association, Silver Medalist
  2017 American Scholastic Press Association, 2nd Place
  2016 Columbia Scholastic Press Association, Gold Medalist
  2016 American Scholastic Press Association, 2nd Place

Judge | *Quincy University* | May 2015
  Senior Portfolio Show

Faculty Art Exhibit | *Culver-Stockton College*
  2014 Photography: Niagra Falls Skyline
  2014 Photography: Macro Weeds
  2014 Photography: Midwest Rainbow
  2016 Website: Underdark Comics & Games
  2018 Hand Lettering: XOXO
  2018 Hand Lettering: Try, Try, Try

Graduate Assistantship | *Kent State University 2010*

Presidential Scholarship | *Cleveland State University 2003*