

Education

VIRGINIA COMMONWEALTH UNIVERSITY Richmond, Virginia
Master of Fine Arts in Visual Communication Design, Spring 2019
Thesis: *Spaces In, Outside Of, and Between*

MISSOURI STATE UNIVERSITY Springfield, Missouri
Bachelor of Fine Arts in Graphic Design, Spring 2007

Teaching Experience

UNIVERSITY OF UTAH Salt Lake City, Utah
Assistant Professor (Lecturer), Department of Art and Art History, Graphic Design

Communication Design 1: Primer, Spring 2022

Introduction to the elements and principles of graphic composition, the language of visual communication, and the completion of theoretical design assignments

Environmental Graphics, Spring 2022

Exploration of theory, methods, processes and fundamental technical skills integral to graphic design and the built environment

Information Graphics, Fall 2022 and 2021

Students explore research methods, processes and fundamental technical skills integral to the understanding the visualization of quantitative data

Typography 3: Context, Fall 2022 and 2021

Students engage in advanced typographic practice through investigation of multi-dimensional typographic systems for analog, digital and built environments

IUPUI HERRON SCHOOL OF ART + DESIGN Indianapolis, Indiana
Visiting Lecturer, Visual Communication Design, 2019-present

Designing in Context, Spring 2020

Introduces design research methods and practices used in facilitating design solutions when problems aren't clearly defined

Exhibition and Performative Design (VCD Advanced Design Lab), Spring 2020

Explores ideas that activate and re-imagine physical and digital spaces

Hand Making and Design I and II (VCD Advanced Design Lab), Spring 2021

Students combine handmade and digital design elements to explore the connection between maker and materials and tools and techniques of making by hand

Immersive Spaces (VCD Advanced Design Lab), Spring 2021

Explores methods of graphic design that inform people and activate spaces

Independent Print Publishing (VCD Advanced Design Lab), Spring 2020

Provides the space for students to develop content based on their personal interests

Making Meaning, Fall 2020

Addresses the ways that audience, contexts, and narratives contribute to meaning

Physical and Digital Typography (VCD Advanced Design Lab), Fall 2019 and 2020

Utilizes analog and digital methods of making while being considerate of material, form, and meaning

Production: Digital Design, Fall 2019 and 2020

Provides students with a basic understanding of planning and managing on-screen design projects from beginning to end

Production: Print Design, Fall 2020

Students gain a basic understanding of print terms and processes

MICHELLE PETEREIN
michellepeterein.com

Sound and Image (VCD Advanced Design Lab), Fall 2019 and 2020
Investigates the value added by working with sound

Two-Dimensional Design, Fall 2019
Includes a comprehensive study of design elements, principles, and color theory within a two-dimensional space

Typography, Spring 2020 and 2021
Introduces students to the role that typography plays in the articulation and communication of ideas

VC1: Elements and Principles, Fall 2019 and 2020
Course projects allow students to analyze design principles and explore concepts and their meaning

VC2: Design Methodology, Spring 2020 and 2021
Students learn to make relevant, meaningful, and appropriate visual form in response to contexts and communication problems

Zines and Posters (VCD Advanced Design Lab), Spring 2021
Students develop content based on personal interests while reviewing historical and cultural contexts and methods of dissemination

VIRGINIA COMMONWEALTH UNIVERSITY Richmond, Virginia
Instructor of Record, Department of Graphic Design, 2018-2019
Imaging I, Fall 2018
An introduction to methods of making, seeing, and reading images

Type II, Spring 2019
An intermediate exploration of typography as an expressive and functional communication vehicle

Teaching Assistant, Department of Graphic Design, 2017
History of Visual Communication, Fall 2017
An investigation of contemporary visual communication concepts, media and images, and their role in contemporary society

Workshops

EXPERIMENTAL TYPE

419 W Broad Street, Richmond, Virginia, Spring 2019
Students collaborated to create letterforms using both additive and subtractive methods and a variety of accessible tools and materials

3-D CONDITIONAL DESIGN

Pollak Building, VCU Monroe Park Campus, Richmond, Virginia, Fall 2017
Inspired by the Conditional Design method formulated by graphic designers Luna Maurer, Jonathan Puckey, Roel Wouters and the artist Edo Paulus, I developed a prompt where two-dimensional parts combined to create a three-dimensional form

COLLECTIVE PUBLICATION

Pollak Building, VCU Monroe Park Campus, Richmond, Virginia, Fall 2017
Guided by conditional design methods and subjective intentions, participants took a collaborative role in the making process

Exhibitions

MOUNTAIN PASS, MOUNTAIN STAY

Align Real Estate Gallery, Salt Lake City, Utah, 2022

SPACES IN OUTSIDE OF AND BETWEEN

Olive Deluce Gallery, Northwest Missouri State University, Maryville, Missouri, 2022

MICHELLE PETEREIN
michellepeterein.com

REPETITION > FORM > CODE MFA Thesis Exhibition
The Anderson Gallery, Richmond, Virginia, 2019

ALTERED, TRANSFORMED, REPRODUCED
The Anderson Gallery, Richmond, Virginia, 2018

AN EMBLEM AND A MYTH “Play in the Dark” (group show)
The Anderson Gallery, Richmond, Virginia, 2018

A PATTERN LANGUAGE MFA Candidacy Exhibition
The Branch Museum of Architecture and Design, Richmond, Virginia, 2018

VISUAL AND SPATIAL STRUCTURES
Pollak Building, VCU Monroe Park Campus, Richmond, Virginia, 2107

MATERIALS, TECHNIQUES, AND PROCESSES
Pollak Building, VCU Monroe Park Campus, Richmond, Virginia, 2107

MURMURATION FESTIVAL
Cortex Innovation Community, Saint Louis, Missouri, 2016

THE DOT SHOW
Regional Arts Commission, Saint Louis, Missouri, 2014

Presentations

THE SPACES IN, OUTSIDE OF, AND BETWEEN
Olive Deluce Gallery, Northwest Missouri State University, Maryville, Missouri, 2022

REPETITION > FORM > CODE
Pollak Building, VCU Monroe Park Campus, Richmond, Virginia, 2019

VISUAL COMMUNICATION MFA PECHA KUCHA
419 W Broad Street, Richmond, Virginia, 2018

GENERATIVE SYSTEMS OF MAKING
The Branch Museum of Architecture and Design, Richmond, Virginia, 2018

VISUAL COMMUNICATION MFA PECHA KUCHA
Pollak Building, Richmond Virginia, 2017

Development

INDIANA UNIVERSITY
Small Teaching Online, Summer 2020

This facilitated faculty learning community explored the text, *Small Teaching Online: Applying Learning Science in Online Classes*, by Flower Darby and James Lang with the goal of learning strategies for increasing student engagement and active learning within hybrid and online learning environments

IUPUI DIVISION OF DIVERSITY, EQUITY AND INCLUSION
White Racial Literacy and Racial Healing Project, Fall 2020 and Spring 2021
A yearlong discussion of Ibram X. Kendi's *How to Be An Antiracist*

Service

DEPARTMENT OF ART AND ART HISTORY AT UNIVERSITY OF UTAH
Graphic Design Career Line Faculty Search Committee, 2022-2023
Review applications to identify, evaluate, and recommend a successful candidate

Alvin Gittins Gallery Inaugural Exhibition Committee, 2022-2023
Developed the theme, branding, and schedule of the inaugural exhibition

MICHELLE PETEREIN
michellepeterein.com

First Year Studio Task Force, 2022-2023

Committee charged with discussing Art Foundations curriculum outcomes and how courses are covering them

Senior Graphic Design Exhibition, 2022

Facilitated and installed a culminating exhibition showcasing the Graphic Design class of 2022

VISUAL COMMUNICATION DESIGN AT IUPUI HERRON SCHOOL OF ART + DESIGN

Mid-Level Reviews, Fall 2019 and 2020

A comprehensive portfolio review conducted in an interview format to help junior students identify areas of interest and set criteria to meet personal objectives

Senior Capstone Exhibition, Spring 2020

Facilitated group meetings and advised seniors as they transitioned their physical capstone exhibition to a digital space

VCUARTS AT VIRGINIA COMMONWEALTH UNIVERSITY

Graduate Arts Association, Fall 2018 and Spring 2019

Collaborated with interdisciplinary graduate students to plan, promote, and host guest lectures and the MFA Open Studios event for all VCUarts graduate departments

AIGA SAINT LOUIS

AIGA Mentor Match, Fall 2014 and 2015

Selected by AIGA Saint Louis to mentor undergraduate students during the fall semester of their senior year; provided portfolio feedback and gave direction on a body of work that was exhibited at a culminating event hosted by AIGA Saint Louis

Grants and Awards

VIRGINIA COMMONWEALTH UNIVERSITY Richmond, Virginia

Graduate Teaching Assistantship, Fall 2017 and 2018 and Spring 2019

Dean's Office Graduate Assistantship, Spring 2018

THE ANDERSON GALLERY Richmond, Virginia

Space Grant Summer Studio Program, Summer 2018

Professional Experience

INFINITE SCALE Salt Lake City, Utah

Contract Environmental Graphic Design, May 2022 to August 2022

ARCTURIS Saint Louis, Missouri

Graphic Designer, April 2014 to August 2017

CASSIDY TURLEY (acquired by Cushman and Wakefield in 2015) Saint Louis, Missouri

Senior Graphic Designer, September 2010 to April 2014

STUDIO 2108 Saint Louis, Missouri

Graphic Designer, August 2009 to September 2010

LAWRENCE GROUP Saint Louis, Missouri

Graphic Designer, March 2008 to March 2009

XPLANE Saint Louis, Missouri

Production Artist, September 2007 to December 2007