



Guin Thompson, MFA

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EDUCATION

University of Hartford, Hartford Art School, Hartford, CT

MFA Illustration

- Awarded, Merit Scholarship Award
- Concentration and development of markets-based illustration, business and marketing for illustration, licensing and entrepreneurial skills
- Application of color composition, visual narrative and storytelling, storyboarding, page composition, surface design, and other visual problem-solving techniques
- Development of 3D Illustration practice and methodology in addition to utilizing traditional 2D methods and practices

Indiana University, IUPUI, Indianapolis, IN

BA General Studies, Fine Art and New Media Concentration

- Emphasis on fine art, graphic design, media arts and sciences
- Concentration in fine arts: excellent knowledge of graphic design and printmaking, strong foundation of fine art and design principles
- Concentration in media arts and sciences: excellent knowledge of Web design, 3D design, conceptual and sequential art, 2D and 3D animation

WORK EXPERIENCE

2014-Present – Grand Valley State University, Grand Rapids, MI

Assistant Professor of Illustration

- *ART 150 Foundations: 2D Design, Fall 2014*

Explores the theories and concepts of two-dimensional art forms. Basic visual design principles, their application, comparison of contemporary and historical examples are presented through lectures and slides and applied to studio problems

- *ART 281 Introduction to Illustration, Fall 2014*

An overview of the illustration field covering historical and contemporary perspectives, aesthetic sensitivity, and professional practicality. Students are introduced to conceptual methodology and ideation, as well as material exploration.

- *Art 413 Portfolio, Fall 2014*

Refinement and development of a body of work constituting a professional portfolio. Focus is given to professional application, promotions and style with research into contemporary illustration practices.

- *Art 152 Color and Design, Spring 2015*

Fundamentals of design using more complex themes and including an in-depth study of color theory.

- *Art 212 Graphic Design for Illustrators, Spring 2015*

An introduction to printing methods, typography, layout, and paper choices as they relate to creating self-promotional materials and illustrations which print successfully.

- *Art 218 Design History, Spring 2015*

The history of design from the Industrial Revolution to the present. Discussions of the politics and ethics of design as well as other modes of visual and material culture, such as illustration.

2013-2014 – Indiana University Kokomo, Kokomo, IN

Visiting Assistant Professor of New Media Communication (Graphic Design + Illustration)

- *FINA F100 Fundamental Studio: Drawing, Spring 2014*

This foundations-level course will explore basic fundamentals of drawing, with emphasis placed on developing proficiency with contour line, value, perspective and proportion; students will explore their creative potential through observational exercises and research contemporary drawing practices.

- *NMCM N391 Children's Book Illustration, Spring 2014*

Course will guide students through the structure, ideation, execution and design of

children's book production; students will research contemporary and historical examples of books created for a young audience; traditional and digital material approaches to children's illustration will be explored along with successful storytelling methodology in sequential format.

- *NMCM N201 Intro: New Media Communication, Spring 2014*

Course will introduce the basics of New Media Communication, including online and interactive design, graphic design for print, and other areas of digital visual communication.

- *NMCM N255 History of Graphic Design, Fall 2013*

Explored the history of design has impact of societal and technological changes and innovations on the visual landscape, and how historical movements and styles continue to impact contemporary design.

- *NMCM N410 Publication + Editorial Design, Fall 2013*

Created and implemented curriculum that led students through a variety of print-based publication design projects; explored the modular grid and deconstructed approach to information organization; culminating in a personal "zine" project with self-generated content.

- *NMCM N312 Digital Illustration, Fall 2013*

Instructed students in raster and vector-based image creation; explored basic concepts of color, composition, line, and value translated into a digital environment; students explored contemporary illustration practices and markets as related to digital mediums.

2010-2013 – Emily Carr University of Art and Design, Vancouver, BC

Adjunct Instructor

- *ILUS 208 Colour in Illustration, Fall 2012*

Created and implemented curriculum that explored colour applications and theories to image-making; students explored traditional and digital methods of colour to solve visual problems while further developing a personal colour sense.

- *ILUS 305 Illustrating the Commentary, Fall 2011*

Created and implemented classroom experience that guided students in research and critical thinking methods; furthered development of worldview and personal response to current events; explored written and visual research and process methodology; designed and edited class anthology published through Blurb.com.

- *ILUS 305 Illustrating the Narrative, Fall 2011*

Implemented curriculum that assisted students in conceptualizing and executing accompanying illustrations to existing and original narratives in multiple literary markets.

- *HUMN 311 Women and Illustration, Fall 2011, Fall 2012*

Researched and implemented curriculum that explored representations of the female form as reflected in historical and contemporary illustration; introduced prominent female illustrators as contributors to various illustration markets and the overall historical canon; interviewed and led discussion with contemporary female illustrators with students; guided self-directed research and process methodology

- *ILUS 303 Illustrating Literature, Fall 2010, Spring 2011*

Instructed students in conceptualizing and executing accompanying illustrations to existing and original narratives in multiple literary markets

- *ILUS 302 Editorial Illustration, Spring 2011*

Guided students in research and critical thinking methods to further aid worldview development and personal response to local, national, and world events and news; compiled into a class anthology published through Blurb.com

- *ILUS 204 Narrative Structures, Spring 2011, Spring 2012 (Topic: Comics)*

Explored the fundamental tools of sequential narrative including original narrative and concept development, visual poetics, pacing and emphasis, penciling, inking, colouring and production through individual and group sequential storytelling.

2009-Present – Skipping Stones Design, Savannah, GA

Partner

- Produce layout, electronic, branding and logo design for a full-service graphic design agency
- Implement creative solutions for client visual communication needs through strategic planning and market research

- Perform design layout, illustration and pre-press while maintaining tight deadline schedules

2008-2009 – Joy Advertising, Richmond Hill, GA

Graphic Designer

- Created effective branding, publication design and print ads for diverse client base
- Developed comprehensive and streamlined web-based software and websites

2007-2008 – Savannah Magazine, Morris Communications, Savannah, GA

Graphic Designer

- Worked with clients to conceptualize and execute ads and interior support illustration for print and web environments
- Designed and implemented editorial layout and content
- Updated and maintained savannahmagazine.com web content and advertisements
- Active participant in Savannah community events for editorial research and blogging
- Positioned Savannah Magazine's brand; expanded target audience through design and social media

ACADEMICS

2014 – “Collaborative Storytelling,” San Diego Comic Con, San Diego, CA

Presenter

- Writing and image-making in a collaborative environment, with the specification of sequential narrative process.

2014 – “Women in illustration: The Art of Inclusion in Illustration History,” ICON8 Illustration Conference, Education Symposium, Portland, oR

Presenter

- One of 15 selected speakers; presenting the course structure and experience of “Women in Illustration” and resulting research

2013 – “Sequential Storytelling Using the Grid,” San Diego Comic Con, San Diego, CA

Presenter

- Using a grid system to organize visual information and control story pacing

2012 – chART Marpole Public Art Project – Street Mural

Faculty Coordinator

- Coordinated with the Marpole BIA and Dr. Cameron Cartiere to implement street mural project into the Fall 2012 ILUS 305 Design for Illustration curriculum
- Students conceptualized and executed four distinct designs and presented to clients; possible future public works projects secured

2010-2013 – ILL’N @ ECUAD, Illustration Club

Co-advisor

- Helped to organize and maintain extra-curricular illustration club weekly meetings and life-drawing sessions
- Club efforts focus on gallery shows and development of fine art practice, promotion of artists through collective published anthology, presentations and demonstrations by illustrators and artists working in related fields
- Coordinated club efforts through data organization, a central website and creation of support/promotion graphics

2010-2012 – Comics Club

Advisor

- Organized and led a biweekly offshoot of the ILL’N Club for students whose primary interest lies in sequential storytelling
- Coordinated special guests, lead talks about medium and methods and facilitated discussions about sequential art

2011-Present – *Ideation and Sequence*, Two Morrrows Press, Raleigh, NC

Co-author

- Researching and authoring academic text on creative problem solving and development of visual imagery
- Research and process emphasized and applied to singular and sequential images

2009-2011 – MFA Graduate Thesis Committee, Savannah College of Art and Design, Illustration Department, Savannah, GA

Editor

- Catherine Moore (2011)
- Beth Post (2010)
- Mike O'Brien, Jamie Anderson, Jonathan Chalberg (2009)

2010 – IL700 Illustration and Layout Practices, Savannah College of Art and Design, Savannah, GA

Graduate Mentor

- Taught foundational and general understanding of layout design, typography, branding and logo design, within an illustration context
- Art directed projects from concept to final, produced to professional standards and practices

2009 – "Using Panels to Shape Visual Storytelling," Seventh Annual International Conference on the Book, Common Ground Publishing, Champaign, IL

Co-author

- Exploring the theories and design behind panel and grid layout for the graphic narrative

2008 – IL764 Illustration for Publications, Savannah College of Art and Design, Illustration Department, Savannah, GA

Liaison/Guest Lecturer

- In conjunction with Savannah Magazine, developed a cover assignment to provide real-world client experience to graduate students enrolled in the "Get Published" class
- Assigned a cover illustration encompassing: "Creativity in the City of Savannah"
- Worked with students from concept stage to finished illustrations, with weekly critiques and art direction
- Final selection was awarded the cover for the July/August 2008 issue, with all other submitted works featured in an interior article

2007 – NEWM A465 Advanced Sequential Narrative, "The Adventures of The American Heart," IUPUI/American Heart Association, Indianapolis, IN

Liaison/Consultant

- Consulted on a comic book project to educate school children on the perils of childhood obesity
- Drew attention to good health standards and created catchy character designs to appeal to schoolchildren
- Project was distributed in accordance with community outreach by the American Heart Association
- Produced finished artwork, computer coloring, and separations

2006-2007 – Community Lecture Series, Johnson County Public Library of Indiana, Greenwood, Franklin and Whiteland, IN

Workshop Instructor

- Organized and led various summer workshops for library patrons
- Lecture series included Portraiture, Basic Drawing, Computer Coloring, and Introduction to Comics

2004-05 – IT Training and Technology, IUPUI, Indianapolis, IN

Classroom Instructor

- Created and led technology-based workshops for students, faculty and members of the

community

- Implemented several new workshops and online programs during tenure
- Workshop topics that included Basic Computing Skills, Internet Explorer, the Microsoft Office Suite, Adobe Photoshop, Macromedia Flash, Macromedia Dreamweaver, Beginning HTML, CSS, and Adobe Illustrator

GALLERY SHOWS/EXHIBITIONS

2014 – “Cowabunga! 30 Years of Teenage Mutant Ninja Turtles” Group Show, iam8bit Gallery, Los Angeles California

- Group show in conjunction with the release of “Teenage Mutant Ninja Turtles” (Paramount Pictures) and the 30th anniversary of the comic.

2012 – “Chimaera’s Attic” Group Show, Primary Colours Gallery, Indianapolis, IN
Exhibitor

- Gallery exhibition featuring women artists from Indiana.

2011 – “Daydreams and Nightmares” Anthology/Illustration Gallery Show, Concourse Gallery

Organizer/Editor

- Emphasizing written and visual illustration practice with a unifying theme, with the final goal of a printed collection
- Co-organized, curated, promoted, and hung student show featuring 44 participants

2011 – “DECK” Illustration Show, The Fall Gallery, Vancouver

Co-organizer

- “Transforming the skateboard deck: an exploration of the skateboard deck as canvas”
- Co-organized, curated, and promoted student skateboard deck show featuring 120+ decks and artists from ECUAD
- Work showcased students’ abilities and promoted the illustration program to the Vancouver community through utilization of a community-based space

2011 – Limited Residency Group Thesis Show, Joseloff Gallery, Hartford Art School, Hartford, CT, July 11-July 22, 2011

Exhibitor

- Six pieces of dimensional illustration exhibited in group show.
- Capstone show was culmination of M.F.A. thesis work.

2011 – “License to Ill” Illustration Gallery Show, Concourse Gallery

Co-organizer

- Emphasizing illustration gallery practice and showcasing a wide variety of illustration markets with a broad spectrum of media and concept
- Co-organized, curated, promoted, and hung student show showcasing 150+ illustration works from 75+ students

2011 – “DECK” Illustration Show, Third Gallery, Vancouver

Co-organizer

- “Transforming the skateboard deck: an exploration of the skateboard deck as canvas”
- Co-organized, adjudicated, curated, promoted, and hung student skateboard deck show featuring 54 decks and artists from ECUAD
- Work showcased students’ abilities and promoted the illustration program to the Vancouver community through utilization of a community-based space

FREELANCE

March 2014 – “Beautiful Scars,” Archaia Studios Press, Kearny, NJ

Co-Creator/Illustrator

- Creating, writing and illustrating all-ages graphic novel for

Archaia Comics

- Graphic novel, comic book limited series employs traditional methods as well as digital tools including Alias Sketchbook Pro, Quark Xpress, Adobe Photoshop, and Adobe Illustrator

2011 – “Nuncio and the Gypsy Girl in the Golden Age,” Runnymede Press, Ramsey, NY

Editor/Layout and Production Design

- Edited, designed, and produced first of three graphic novels for Runnymede Press with artist Thomas Loepp and author Kristin Alexandre

2010 – Savannah Aviation Village, Savannah, GA

Illustrator

- Illustrated informational map for e-display and print for Savannah International Airport and affiliated businesses

2010 – Caraway Café Logo, Caraway Café & Market, Savannah, GA

Illustrator

- Designed and illustrated mascot logo and branding elements for chain of café and markets.

2008, 2010, 2012, 2014 – “Ravelympics,” Ravelry.com, Boston, MA

Illustrator

- Produced illustrations for event pins and web graphics for the 2008, 2010, and 2012 Ravelry Knitting Olympics

2007-2009 – “Bonds,” Image Comics, San Diego, CA

Production Designer

- Produced finished, final artwork for print for three-issue series run
- Color separation, trapping, and lettering

2006 – “VS,” DC Comics/Upper Deck, New York, NY

Illustrator

- Produced 10 original illustrations for Upper Deck Trading Card System
- Worked with art director from roughs to finishes

AWARDS

- 2009 – Gold Phoenix Award: Georgia Ports Authority's “AnchorAge” publication design
- 2010 – Gold Phoenix Award: Georgia Ports Authority FY09 Annual Report
Gold Flame Award: Georgia Ports Authority FY09 Annual Report
- 2011 – Silver ADDY Award –Georgia Ports Authority FY09 Annual Report
Bronze ADDY Award – Logo and Identities: Caraway Café & Market Logo
- 2013 – Gold Collegiate Advertising Award – “College That Works” Identity Campaign and Logo, Savannah Technical College
Silver Collegiate Advertising Award – Student Success Banners, Savannah Technical College

WORKING SKILLS

- Creative experience: Editorial and layout design, advertising, branding, sequential art, singular illustration and fine art
- Computer programs: Adobe Creative Suite (Photoshop, Illustrator, InDesign, Flash), Microsoft Office Suite, Quark Xpress, Alias Maya, Alias Sketchbook Pro
- Design and pre-production: Strong knowledge of pre-press and printing techniques and process, silkscreen, lithography, textile printing, color process, color separations