



MEGAN LAVELLE

Education

2007 Master of Digital Arts, Maryland Institute College of Art, Baltimore MD

2004 BFA Communication Design, Kutztown University of Pennsylvania, Kutztown, PA

2003 Colchester Institute: School of Art and Design, Colchester, Essex UK

Expertise

Extensive experience in interactive design, print design, motion graphics, video editing, photography, and photographic manipulation. Proficient MAC and PC skills: After Effects, Dreamweaver, Flash, Final Cut Pro, Adobe Premeire, Illustrator, InDesign, and Photoshop.

Professional Experience

Present - 2008 / Ten/Four Studio, Owner / Baltimore, MD

Print and web design specializing in brand identity, design consultation, and front-end design & development for artists & non-profits in the greater Baltimore area.

Present - 2009 / Gallery Four, Resident Artist & Curator / Baltimore, MD

One of six resident artists collaboratively organizing and curating exhibitions for Gallery Four.

Each resident takes part in selecting artists, installing work, planning the opening reception, as well as writing press releases for each show.

Present - 2010 / Trialogue Studio: Designer / Washington DC

Working with Trialogue to deliver brands that can help build community and drive economic development at the intersection of community, commerce and culture.

Present - 2009 / CCTS: Freelance Designer / Baltimore, MD

Lead designer providing Baltimore area nonprofits with increased web presence as well as the ability to use technology, strengthen their organizations and improve their service delivery.

Present - 2007 / Megan Lavelle Photography / Baltimore, MD

Documentary style approach to Weddings, Events, & Portraits. Canon platform.

2010 / FotoWeek DC: Media Producer / Washington DC

Coordinating and organizing media in preparation for FotoWeek DC

2010 - 2009 / Millennium Marketing Solutions, Interactive Designer / Annapolis Junction, MD

Lead designer for multiple, large scale Real Estate Developers in the Baltimore/DC region. Led interactive team to develop a Wordpress package for clients and developed client communication standards for proofing. Extensive experience with SEO compliance, CSS and HTML development.

2009 / AICA USA: Freelance Designer & Programmer / New York, NY

Lead designer on project to re-design existing AICA USA (International Association of Art Critics, USA) website. The client wanted a dynamic site they could easily update in order to keep their current members informed as well as drive a younger audience to invest in a new membership.



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2007 / World Bank Tanzania : Assistant Photographer & Designer / Dar es Salaam, TZ

Consultant for the development of promotional materials to bring awareness to the Dar es Salaam community of the World Bank's presence and support in both the private and public sectors.

2009 - 2006 / Planit Advertising, Interactive Production Designer / Baltimore MD

Website production as well as design development utilizing Flash, CSS, HTML, and After Effects. Worked with various clients such as Healthy Neighborhoods, The John F. Kennedy Center for the Performing Arts, The Walters Art Museum, Chevy Chase Bank, Under Armour, and The Wall Street Institute. Provided clients with the latest in social media, national branding, SEO compliance, customized content management systems, as well as a unique interactive experience.

Facilitated all in-house photography and video needs.

2006 - 2004 / Jack Utsick Presents NE: Junior Designer / Philadelphia, PA

In-house designer and copywriter working with local music promotion company to produce and market shows for artists such as Dolly Parton, Blue Oyster Cult, and Little Feat.

Teaching

Maryland Institute College of Art / Electronic Media and Culture / Fall 2010

Electronic Media and Culture (EMAC) is a platform for students to experience working with various forms of digital art. Students are asked to read both critical and relevant texts to support in-class discussion on present issues in digital culture and media. They explore different mediums including digital collage, art in the public realm, performance art and video, typography and layout, as well as html design and development.

Anne Arundel Community College / Digital Design Foundation / Spring and Fall 2010

Part-time faculty with the Foundations department at AACC. Students are introduced to the foundations of Digital Design through design history, 2-D illustration, video production, 3-D animation, and html development.

Maryland Institute College of Art / Teaching Assistant / Spring 2007

Assisted and led class discussions, lectures, and critiques for Video I. Introduced students to basic lighting, shooting, and editing techniques.

Service

2010 / AIGA: Portfolio Review Day / Baltimore, MD

Individual meetings with soon-to-be college graduates in the Baltimore/DC area to review and discuss their portfolios.

2009 / AIGA: 'Create! Don't Hate' Mentor / Baltimore, MD

Mentoring three area high school students over four weeks to produce a billboard campaign promoting tolerance throughout Baltimore. The winning billboard was placed along 95 South.

Recent Exhibitions

2010 / Homeworks / Group Show / Community College of Baltimore County / Baltimore, MD

2009 / Baltideliphia / Group Show / Hexagon Gallery / Baltimore, MD



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2009 / See You Again Last Year / Group Show / Community College of Baltimore County / Baltimore, MD

2008 / To The Teeth / Group Show / Creative Alliance / Baltimore, MD

2007 / MADA: MA Thesis Show / Group Show / Maryland Institute College of Art / Baltimore, MD

Curatorial History

2010 / You & Me Living Today, Vol.2, The Land / Gallery Four / Baltimore, MD

2010 / You & Me Living Today, Vol.1, Anatomically Modern Explorers / Gallery Four / Baltimore, MD

2010 / Terms of Use / Gallery Four / Baltimore, MD

2008 - 2009 / How We Dwell / 2625 St. Paul / Baltimore, MD

Personal Work

A Conversation / ongoing

Curated conversations. I am pairing people I have met at different intersections of my life who have never met, but who I believe should meet for various reasons. They are brought to my living space and placed in a neutral environment with comfortable chairs, snacks and topics of discussion specifically chosen for the pair. Each experience will be documented with portraits of each participant along with a printed script of their conversation.

How We Dwell / 2009 - 2008

How We Dwell is an investigation into how we display our objects within our dwelling space as extension of both identity and habit. Twice a month I leave my efficiency apartment and welcome a new artist to move in. For three days they are granted full access to my life of objects and put together an installation based on their personal dwelling experience. I, in turn, move back in and live with their installation, documenting my experience with an essay, an opening for the public, and photos. www.howwedwell.wordpress.com

Restops / 2006 - 2007

'Rest Stops' is a yearlong exploration of rest stops throughout the Northeast Mid-Atlantic Region. The stops along the New Jersey and Pennsylvania turnpikes were chosen specifically for their situational isolation. The user experience becomes robotic within the confines of this structure built for unilateral experiences. My time spent within the rest stops seeks to capture the profound alteration of awareness, isolation, and sudden moments of interaction.

Bibliography

2010 Cieri, Charles. The Ultimate Fighting City?, Philadelphia Inquirer, October 21st

2008 Ober, Cara. How We Dwell Opening at Megan Lavelle's, Bmore Art, December 16th

2008 Johnson, Martin. How We Dwell: Bryan Heyboer, City Paper: Baltimore, November 5th