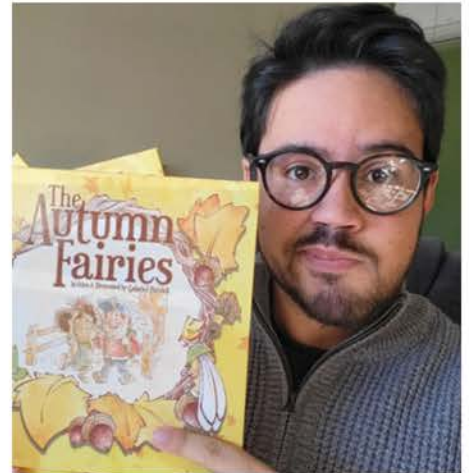


Career Design Studio



# Montserrat College of Art Mentoring Program

In the Montserrat Mentoring Program, students and recent alumni receive mentoring and career coaching to prepare for post-graduation success. Each mentee meets every other week for a semester with an accomplished mentor in their industry of choice. These mentors help them set goals, determine next steps, and build their support network and creative community beyond Montserrat.

[career@montserrat.edu](mailto:career@montserrat.edu)

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Mentees must be graduating seniors or recent alumni to participate in the mentoring program. To join the program, fill out a [Mentee Application](#).

## More Information About Mentors & Mentor Matching

Most mentors are Montserrat alumni or creative professionals with connections to the college through faculty or the internship program. Students may also suggest or request specific mentors. Students are matched with a mentor based on the information they provide in their application.

Mentors are required to apply and interview for the position, and they participate in a mentor training workshop before meeting with mentees. At the end of the semester, they receive a small stipend for each person they meet with. Interested mentors may apply using the [Mentor Application](#).

Montserrat's Mentoring Program was established through a generous grant from the Davis Educational Foundation, established by Stanton and Elisabeth Davis after Mr. Davis's retirement as chairman of Shaw's Supermarkets, Inc. Now, the Mentoring Program continues to be funded through a Department of Education grant.

# Mentors by Concentration

New graduates are often uncertain about how to forge a path to the career of their choice. That is why we began the Montserrat Mentoring Program: to create a space for mentors to come alongside seniors before they graduate (and recent alumni) and provide additional support to help them successfully transition to their post-Montserrat lives. A mentor who understands the industry can help their mentee set goals, determine their next steps, and connect to a larger support network of creative professionals.

In their [Mentoring Program application](#), students may select their top mentors from this guide, or request that the school reach out to new mentors on their behalf.

\* = Montserrat Alumni

## Art Education

Adam Ford  
Denise Coke  
Emily Manwaring  
Marie Ouellette\*  
McKinley Wallace  
Sakvona Taing

## Animation

Adam Ford  
Beatriz Whitehill  
Denise Coke  
Dirk Tiede  
Jean Romero\*  
Kat Shea  
Kolya Kishinsky  
Liz Keene  
Matt Boehm  
Marvin Britt  
Michaela Wadzinski  
Rachel Gitlevich  
Rebecca Snowden  
Talya Perper

## Book Arts

Catherine Robertson  
Jill Adler  
Lisa Hersey\*  
Todd Davis

## Graphic Design

A.J. Jerrett  
Coral Azevedo\*  
Denise Coke  
Elizabeth Lee  
Gabi Anderson  
Greg Gonyea  
Jenn Jones\*  
Jessica Saab\*  
Lauren Georgiades\*  
Logan Faerber\*

## Interdisciplinary Arts

Adam Ford  
Beatriz Whitehill  
Bill MacMillan  
Cassandra Fraley Lin\*  
Chelsea Amato  
Chenoa Baker  
Denise Coke  
Elliott Grinnell-Bhutto\*  
Emily Manwaring  
Feda Eid  
Gerald Slota  
Jill Adler  
Julia Csekö  
Patricia Scialo  
Tom Maio\*

## Illustration

Adam Ford  
A.J. Jerrett  
Ashlee Beadle\*  
Denise Coke  
Dirk Tiede  
Duncan Eagleson  
Elliott Grinnell-Bhutto\*  
Gabi Anderson  
Gabriel Ribeiro  
Greg Orfanos\*  
Jackie Musto\*  
Jen Gubicza  
Kristin Sorra  
Kristina Carroll\*  
Logan Faerber\*  
Madison Safer\*  
Mariya Prytula  
Morgan Mudway\*  
Rachel Perciphone  
Reiko Murakami  
Sam Guay  
Will Pottorf\*

## Painting

Aliyah Bonnette  
Beatriz Whitehill  
Drew Baker\*  
Dyrick Schaefer  
Emily Manwaring  
Julia Csekö  
Madison Safer\*  
McKinley Wallace  
Meclina Gomes  
Michael Aghahowa\*  
Sakvona Taing

## **Photo, Video + Film**

David Shopper  
Cynthia August  
Elizabeth Lee  
Emily Manwaring  
Feda Eid  
Gerald Slota  
Jim Barbere  
Patricia Scialo  
theo tyson

## **Printmaking**

Jenn Jones\*  
Jill Adler

## **Sculpture**

Beth Bailey  
Chenoa Baker  
Dyrick Schaefer  
Emily Manwaring  
Jill Adler  
Julia Csekö  
Nicole Miller  
Olivia Boi\*  
Sakvona Taing

## **Games, Toys + Play**

Brandon Troelstrup\*  
Cassidy Wasserman\*  
Dorian Eason\*  
Honey Goodenough  
Ing Colbert\*  
Jean Romero\*  
Jen Gubicza  
John Sutyak  
Kate Orth  
Lizzie DiFiore  
Matt Boehm  
Steven Strumpf

## **Writing + Visual**

### **Narrative**

Adam Ford  
A.J. Jerrett  
Cassidy Wasserman\*  
Chenoa Baker  
Dirk Tiede  
Dorian Eason\*  
Duncan Eagleson  
Elliott Grinnell-Bhutto\*  
Emily Manwaring  
Feda Eid  
Gabriel Ribeiro  
Jen Gubicza  
Lizzie DiFiore  
Logan Faerber\*  
Michaela Wadzinski  
Talya Perper

### **Entrepreneurship**

Ashlee Beadle\*  
Beth Bailey  
Chelsea Amato  
David Shopper  
Denise Coke  
Dyrick Schaefer  
Elaine Lipcan  
Gabi Anderson  
Jen Gubicza  
Jim Barbere  
John Sutyak  
Lauren Georgiades\*  
Morgan Mudway\*  
Meclina Gomes  
Olivia Boi\*  
theo tyson

### **Curatorial Studies**

Bill MacMillan  
Cassandra Fraley Lin\*  
Chenoa Baker  
Emily Manwaring  
Julia Csekö  
Lydia Peabody\*  
Sakvona Taing  
theo tyson  
Tom Maio\*

## **Librarianship**

### **& Archives**

Catherine Robertson

### **Art History**

Bill MacMillan

### **Object Conservation**

Bill MacMillan

### **Product Design**

Elizabeth Lee  
John Sutyak  
Morgan Mudway\*

### **Experiential Design**

Logan Faerber\*

### **Augmented Reality/ Virtual Reality**

Denise Coke  
John Sutyak

### **VTuber Modeling**

Morgan Mudway\*

### **Puppeteer**

Honey Goodenough

### **Art Shows & Festivals**

Chelsea Amato  
Dyrick Schaefer  
Gabriel Ribeiro  
Jen Gubicza

### **Arts Communities**

Elaine Lipcan  
Emily Manwaring  
Julia Csekö  
Meclina Gomes

### **Fashion**

theo tyson



# Adam Ford

he/him

After college, started in media graphics and online doc exchange, switched to game development and concept. Was fired. Retail work for 3 years to make ends up. Last minute applicant for background painter. Failed but asked about anything storyboards. Given a chance. Turned in test. Started career and worked for every studio in Atlanta -- Titmouse, Bento Box, Warner Brothers, etc. ...then ended career to restart in LA. Now primarily a storyboard artist for Titmouse Studios, working on Rick and Morty and other adult swim shows.

As someone who came and went thru a lot of different avenues to get to a "settled" place of being within this industry I enjoy being able to tell folks about it and share that it's got it's highs and lows but at the end IS doable so long as you can prepare accordingly (in multiple regards).

[linkedin.com/in/adamfordat/](https://www.linkedin.com/in/adamfordat/)   [artflop.tumblr.com](https://artflop.tumblr.com)



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## What current projects are you most excited about?

Rick and Morty storyboarding

## What wise words do you have for someone hoping to break into your field?

- 1) Don't be hung up on what you "want" to do. If you're able and interested then it'll show in how you approach things.
- 2) Don't accept being paid less than what you're worth, but respect that it requires not being as happy as you want (at times).

## What former positions or experiences helped prepare you for where you are today?

Art directing at an Atlanta studio.

## What's a fun fact about yourself?

I talk way older than I am but act far younger than I should.



# A.J. Jerrett

he/him

After graduating from the New England School of Art and Design (now part of Suffolk University), A.J. worked as a graphic designer and editorial cartoonist for a Boston area newspaper while also freelancing as an editorial illustrator. He then worked as the Creative Director for a retail company where he designed all advertising, circulars, websites and signage for two chains of clothing stores. Fifteen years ago, A.J. started his own graphic design and illustration business where he has worked with many local, national and international companies on a large range of advertising and marketing projects. In addition to this work, A.J. draws caricatures at special events, teaches private individual and group art classes, and writes and illustrates picture books and comics. A.J. is committed to supporting and guiding artists of all ages and skill levels to encourage artistic expression and a life-long commitment to creativity.

[ajjerrett.com](http://ajjerrett.com)



## What current projects are you most excited about?

I am working on a graphic memoir that combines my cartoony comic style with my fine art figurative style using both digital and traditional media.

## What wise words do you have for someone hoping to break into your field?

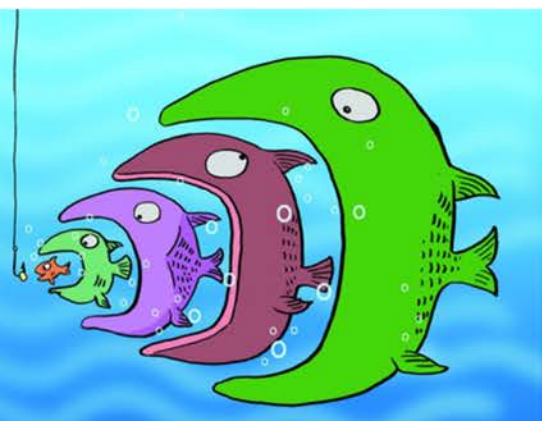
Join groups with other artists where you can share and critique each other's work. This is especially helpful if you work from home. Also, check out life drawing groups at local art centers. They usually meet weekly and are great places to connect with other artists, experiment with different media, and to practice drawing people.

## What former positions or experiences helped prepare you for where you are today?

My first job was at a newspaper as a graphic designer and editorial cartoonist. I spent time collaborating with the editorial staff on both the cartoons and the page layouts. I also worked with local shop owners and ad reps on advertising layouts. I learned how to work with both clients and coworkers, which I've been doing throughout my career.

## What's a fun fact about yourself?

When I was 12, I rented tables at craft fairs where I drew personalized cartoons over the customer's thumbprint. I consider this as the beginning of my career in art.





# Aliyah Bonnette

she/her

Aliyah Bonnette is a multidisciplinary artist working out of Raleigh, North Carolina. Working using a variety of materials, she creates painted quilts as her medium. Using bold and often abstract shapes in her background, she juxtaposes her realistic figures as a way to play with the natural comfortability of the quilts and the often-unspoken discomfort of the topics within her work. Her work focuses mainly on the black femme experience in America and pulls inspiration from various topics in the African American Diaspora or her own life experience as she navigates the world as a Black Woman in America. Though a self-taught quilter, her bachelor's degree in both painting and textiles have allowed her the space and knowledge to explore her medium more in depth.

[aliyahbonnette.com](http://aliyahbonnette.com)



## What current projects are you most excited about?

The figures within my work are women living in comfortable environments that allows them to reveal their authentic self. One of being feminine and in touch which their sexuality in a real way. It is not the perfect form constructed by men that has been exoticized or rendered primitive, but the reality of the black woman that we see every day when looking in the mirror. Often in my work, the Black women are partially or fully nude, however my portrayal of them is in direct opposition to the generalized view of the oversexualized Black body. It is a Black woman taking ownership of her body and refusing to let it be controlled by the white gaze. A lot of times these women are mirrors of myself and reflect my life and experiences. As I become more comfortable with myself, my pieces are becoming more personal and thus more relatable.

## What wise words do you have for someone hoping to break into your field?

To continue to work hard. Learning the business of it is just as important as focusing on the craft.

## What former positions or experiences helped prepare you for where you are today?

I have been teaching art since I have been in college. And I think my current career achievements have been rooted in a commitment to work hard and be successful in whatever I put my mind to.

## What's a fun fact about yourself?

A good lego set and a book is how I like to spend my evenings.





ALUM

she/her

# Ashlee Beadle

Ashlee is an illustrator, designer, and printmaker currently residing on the North Shore in Massachusetts. Her work centers primarily about the experiences of being a woman in the 21st century and fabulous fish with legs, and she hopes one day to be able to publish her own collection of sci fi graphic novels. Currently she is working freelance full time while running her online shop Sad Fish Club, curating her community zine, and building out her new community art supply store, Outside the Lines Art Supply, located in The Bower!

[ashbeadle.com](http://ashbeadle.com) [sadfishclub.com](http://sadfishclub.com) [outsidethelinesartsupply.com](http://outsidethelinesartsupply.com)



### What current projects are you most excited about?

Right now I am most excited about my new monthly mini print club and the opening of my new art supply shop! It's been a dream to be able to shift to doing art full time (even when it's hard) and I can't wait to use my new shop and other platforms to collaborate with more artists.

### What wise words do you have for someone hoping to break into your field?

Absolutely take your time with your practice. Set some attainable short term goals, and absolutely strive for those long term ones as well. Build connections with other creators -- they're not your competition!

### What former positions or experiences helped prepare you for where you are today?

My former internship at SCAM (The Same Collective of Artists and Musicians) really helped me develop my networking and shop skills, as well as working in various retail and service positions for over a decade. I am also still learning and practicing constantly while currently volunteering with Beverly Main Streets. Being able to assist on their committees has honed my community skills and helped develop my marketing and collaboration expertise.

### What's a fun fact about yourself?

Sad Fish Club's name was born from the fact that my sun, moon, and rising signs are all in Pisces!





# Beatriz Whitehill

she/her

Hi! I'm Beatriz. I graduated from Massachusetts College of Art and Design majoring in painting. I am a Puerto Rican-American multidisciplinary artist who makes art for the Caribbean diaspora community to speak to the resilience and beauty of our multilayered heritage. I create oil paintings, illustrations and stop motion animations that reside within the visual language of magical realism and mirror the diasporic experience. I'm inspired by the intersection of contemporary fashion or design and traditional art practices and often collaborate with writers, rappers, and photographers to create visuals for a range of different projects. Let's talk!

[www.beatrizameliawhitehill.com](http://www.beatrizameliawhitehill.com)



## What current projects are you most excited about?

Currently I am working on developing a body of work that introduces sculptural elements into my work. I am working on found furniture and doors and using these pieces as my canvas with the goal of ultimately creating an installation.

## What wise words do you have for someone hoping to break into your field?

I would advise all artists to collaborate. Having multiple diverse voices in the room always makes the work stronger. Experiment with finding unexpected sources of inspiration. And have your written bio, artist statement, website, work samples etc. all on hand to prepare for grant writing.

## What former positions or experiences helped prepare you for where you are today?

In college I worked at the Center for Art and Community Partnerships. I had the opportunity to teach and work with all ages of people interested with art. I also love to host social engagement workshops and incorporate ways of connecting to my community as a part of my art practice.

## What's a fun fact about yourself?

I lived and painted murals in Peru, Ecuador and Colombia after I graduated high school.





# Beth Bailey

she/her

Beth Bailey is a passionate Ceramic Artist, Community Educator, and Entrepreneur. From early crayon murals in her childhood home to dual BFA degrees from MassArt, Beth's artistry and teaching have left an indelible mark on her community for over a decade. In 2015, her focus on clay deepened, where her playful spirit found a home. Beth's studio is a vibrant blend of clay, glaze, and every other art material she's hoarded throughout her life. Her mentoring style, marked by encouragement and patience, nurtures budding artists, encouraging them to envision themselves as leaders of their own studio practices and integral members of the local arts community. Through her guidance, aspiring artists find not only creative inspiration but also the tools to establish their place in the rich tapestry of the arts world.

[bethbaileypottery.com](http://bethbaileypottery.com)



## What current projects are you most excited about?

I run a small batch pottery studio out of my home. I'm currently excited to get my production faster and pick up additional wholesale accounts.

## What wise words do you have for someone hoping to break into your field?

Take classes at various studios in the community and be eager to learn. There are many ways to run any studio and this is a great way to see that while you begin building deep relationships with other professional local artists.

## What former positions or experiences helped prepare you for where you are today?

My journey to this point has been diverse and enriching, with each experience playing a vital role in preparing me for my current position. My dual BFA degrees from MassArt provided a solid educational foundation, bolstered by practical training through internships and teaching. I've managed an art center, worked as a trainer in a manufacturing company, and led operations at Local Pottery Studio and Gallery. These roles honed my leadership, communication, and technical skills. Additionally, my lifelong pursuit of learning in various artists' studios has constantly fueled my creativity. All these experiences now converge in my business and studio practice, shaping my approach as a mentor and artist.

## What's a fun fact about yourself?

My go-to studio music is my Feminist Punk playlist, otherwise, I'm listening to True Crime podcasts.





# Bill MacMillan

he/him

Project Conservator of Arms & Armor for the Higgins Collection. 25 years as conservator/exhibits prep at the Higgins Armory Museum, and 10+ years as conservator of arms & armor at the Worcester Art Museum.

[@higginsarmory](#)



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## What current projects are you most excited about?

I am responsible for the conservation of the Higgins Collection of Arms & Armor. This involves doing treatments on the objects in the collection (from small daggers to full armors), advising on proper storage and exhibition, overseeing installation, and involvement in the public outreach. I am involved in the planning and preparation of the collection for permanent installation in Fall of 2025, a project that is both challenging and exciting.

## What wise words do you have for someone hoping to break into your field?

Get yourself involved early in both research and hands-on experience. It is a small but very rewarding field.

## What former positions or experiences helped prepare you for where you are today?

Being involved in the local visual and performing arts scene. Getting grassroots experience helped me to prepare and adapt quickly to changing conditions and gave me a strong foothold in the local community of makers.

## What's a fun fact about yourself?

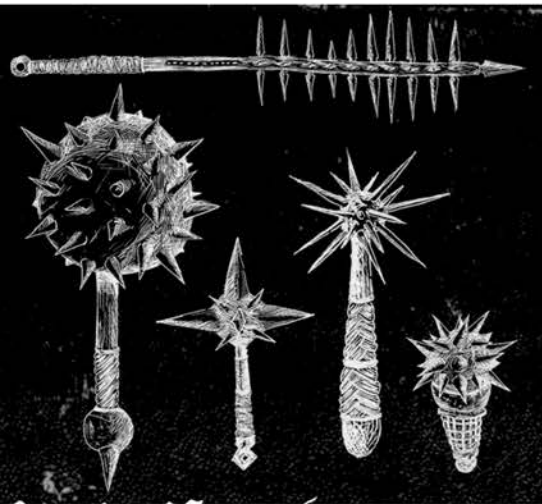
I have a homestead and was featured in a documentary about slam poetry.



# Brandon Troelstrup

he/him

Brandon "Ziggy" Troelstrup is a tabletop roleplaying zine artist and designer. His work can be found amongst the indie TTRPG community, along the blogosphere of pen and paper gaming. Harkening to a tradition in Dungeons & Dragons, his work is the evolution of angst on the page. His work in homegrown from middle school dragons battling knights polished into multifaceted zines of dark fantasy adventure. All this is bound by a web of interests: roleplaying games, grunge layout, low poly art, world writing, punk rock music and a love of all things hybrid. He is a permanent apprentice, always adding and taking away as time goes by, refining the chimera of his childhood desires. Professionally, Brandon has been designing headstones for dearly deceased of the North Shore for past 5 years at O'Rourke Bros. Memorials. He is also a competent linguist: fluent in Spanish, proficient in German and learning Japanese. His current passion is seeking to teach English as a second language. It is his philosophy to never stop learning!



[scryskill.itch.io](https://scryskill.itch.io)

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## What current projects are you most excited about?

I am working on my first TTRPG system of rules, which I will publish independently online. Since my work can be done nearly anywhere, I choose to move around to be inspired and chip at my projects bit by bit. There is never a moment where I'm thinking of the next things or keeping my hands busy.

## What wise words do you have for someone hoping to break into your field?

Always be making and be learning. Don't worry about what you make now, give yourself room to grow and time to make goals. Create as much as possible and you'll get the practice to make whatever you want.

## What former positions or experiences helped prepare you for where you are today?

I was a freelance TTRPG layout designer for 2 years. This gave me a lot of knowledge and practice for working with others. I approached ideas that I would have never done myself and collaborated with total strangers. I liked what I was doing, but I got scared that I wasn't good enough. This cured my fear and assured me I WAS good enough to do what I wanted all along.

## What's a fun fact about yourself?

I had a D&D club at Montserrat that had over 50 active members





ALUM

she/her

# Cassandra Fraley Lin



Hello, my name is Cassandra Fraley Lin (Cassie for short!). I am a Collection Technician at the Preservation Society of Newport County in Rhode Island. I am originally from Albany, New York, and I was a transfer student at Montserrat College of Art in 2016, studying painting, printmaking, and sculpture, and an alumna of 2018. I was the first to graduate with the Curatorial Studies Minor and have 10+ years of experience in Art Handling. I recently finished my Masters in Museum Studies through the University of Oklahoma Online Program. I still doodle in my sketchbook when I get the chance, and I plan on building my studio in a couple of years when my husband and I get a bigger home!

[linkedin.com/in/cassandra-fraley-a1124713b](https://www.linkedin.com/in/cassandra-fraley-a1124713b)



## What current projects are you most excited about?

My current project is inventorying collection objects of many varieties in multiple properties owned by the Preservation Society. Currently, we are set up with HBO filming on some of our properties for a series and making sure they don't damage any parts of the building and objects.



## What wise words do you have for someone hoping to break into your field?

There are many fields in museum practice, such as conservation, education, retail, etc. Gaining experience while furthering your education is essential, even when your career path has hiccups. Learning is vital, and experience is important, even if it is outside the field you want it in. You never know what you might learn in other fields that may help you land that dream job you want.

## What former positions or experiences helped prepare you for where you are today?

When I took a gallery class at my Community College, I honestly enjoyed it more than making art (even though I love creating). I was always there working alongside working artists and learning how there is more to installing than just placing a nail into the wall. With that experience, I managed to work at the Montserrat Galleries and other side gigs through connections I made once I moved to Beverly.

## What's a fun fact about yourself?

I am a new mom, workaholic, rock climber, anime nerd, and a gamer.



ALUM

she/her

# Cassidy Wasserman

Cassidy Wasserman is a Maine based Illustrator & UX/UI Artist working in the Game Industry by day, and publishing by night. She started making her earliest comics in MS Paint based around her cats and Neopets. After falling in love with children's & middle grade literature in college, Cassidy began her journey to becoming an author/illustrator. Since then she has illustrated 3 children's books, and is currently working on her debut middle grade graphic novel "On Guard!" with Penguin Random House. She is represented by Jen Azantian of the Azantian Literary Agency. In addition to creating comics, Cassidy also works as a UX/UI Artist at Demiurge Studios. She has worked on several mobile and PC games, including Hearthstone: Battlegrounds, and Team Fight Tactics.

[cassidywasserman.com/](http://cassidywasserman.com/)



## What current projects are you most excited about?

In recent years I've begun to focus more on my digital work. However, my first love will always be watercolor! One of my favorite things to do right now is create small comics about everyday life, and sketching fun poses and outfits. The project I'm most excited about at the moment is my debut graphic novel! It's a middle grade story about divorce and fencing (the sword kind!) It's slated to come out in 2025 with Penguin Random House. I'm really loving learning about traditional publishing, and working with an editor.

## What wise words do you have for someone hoping to break into your field?

You don't have to be all over social media. If you're applying to studios or agencies/publishers however, you should make sure your work lives somewhere and is easy to see! I was picked up by my agent because while reviewing my submission, she saw my webcomic and wanted to send that to publishers instead!

## What former positions or experiences helped prepare you for where you are today?

Working in web dev helped me be a better UX/UI Artist, and also a LOT of self-teaching. It's never too late to pick up a new trade/industry! I would also say working on several self-published books (funded via kickstarter) was very helpful in breaking into traditional publishing.

## What's a fun fact about yourself?

I'm an amateur epee fencer and have a golden retriever puppy named Zagreus.



# Catherine Robertson *she/her*

Catherine is the Assistant Dean of Libraries and Learning at Montserrat College of Art and has been a librarian for over twelve years. In this role, she manages all aspects of the library including acquisitions, programming, student employee management, and operations, as well as overseeing the Academic Access Studio, Writing Studio, and working closely with Academic Affairs on administration and planning.

[@mca\\_library](#), [@kiwicatie](#)

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## What current projects are you most excited about?

We've got some great energy in the library now that we're more confidently coming out of a few years of less physical in-person interactions. Academic libraries are in a unique position on a campus. We support all aspects of curricula but are also focused on supporting students in their personal lives through access to resources like books and our Library of Things. Programming is a major part of my job and includes providing a space for Faculty and Staff to create inclusive academic programming as well as activities and information to support areas of life outside of school. I'm always excited to talk to students about what kinds of activities they'd like to see on campus and how the library can help in making those programs come to life.



## What wise words do you have for someone hoping to break into your field?

The best thing that a person can do to become a librarian is work in a library. When I'm hiring I'm also looking for any customer service experience, or any evidence of working with the public. Library workers are necessarily all public-facing, but for me it's a helpful life skill that tells me as the employer that the applicant has some interpersonal skills and has experience working with a variety of different needs and personalities.



## What former positions or experiences helped prepare you for where you are today?

I did multiple internships prior to going to grad school in a few different types of libraries. I was then able to find out how a public library is different from an academic library or a museum library, and figure out which types of work I liked doing best.

## What's a fun fact about yourself?

I used to Irish step dance in college!



# Chelsea Amato

she/her

I am a full-time outsider artist making maximalist folk mixed media artwork with epoxy resin. I travel nationally for art shows to sell my art.

[@chelseascreeam](#)

[chelseascreeam.com](#)

## What current projects are you most excited about?

Right now I am in the studio making more art as I become more and more in demand.

## What wise words do you have for someone hoping to break into your field?

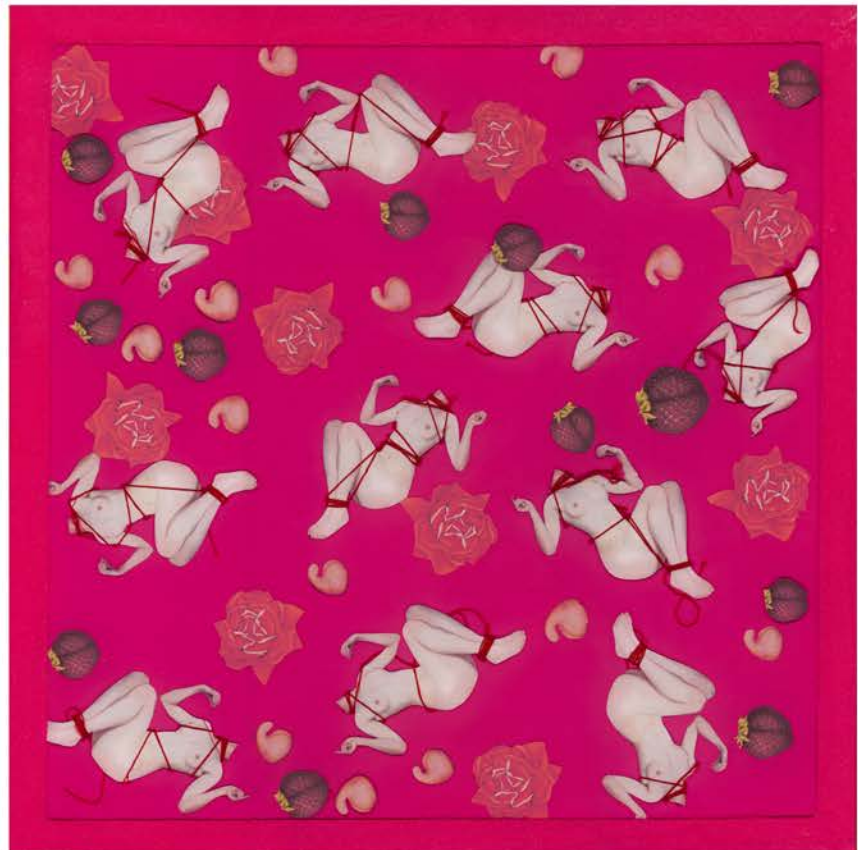
It sounds generic but I guess its because its true- work hard and believe in yourself. Take calculated risks.

## What former positions or experiences helped prepare you for where you are today?

I am self-taught so it has all been live-and-learn experience.

## What's a fun fact about yourself?

I worked in HR management for 3 years in Japan.





# Chenoa Baker

she/her

Chenoa Baker is an independent curator, adjunct, and arts writer. She has contributed to major exhibitions, including *Gio Swaby: Fresh Up* at the Peabody Essex Museum, *Touching Roots: Black Ancestral Legacies in the Americas* at the MFA/Boston, *Simone Leigh at the ICA/Boston*, and *Simone Leigh: Sovereignty* at the Venice Biennale. Through her experience, she specializes in African diasporic craftways. In recognition of her community-based curatorial work, she won the WBUR Maker Award in 2024 and was featured on NPR's *All Things Considered*. Her next show is a retrospective of Ifé Franklin at the Fuller Craft Museum in 2027. Similarly, her writing is internationally recognized. In 2023, she won the AICA Young Art Critics Prize and writes for Hyperallergic, The Observer, The Brooklyn Rail, Material Intelligence, and Studio Potter, among others. She's also known for "The Horror of Karen" zine that unpacks visual culture, feminism, and Marxism to understand why 'Karens' aren't born but made. To learn more, visit [chenoabaker.org](http://chenoabaker.org).

[linkedin.com/in/chenoabaker/](https://www.linkedin.com/in/chenoabaker/)



## What current projects are you most excited about?

I am an art doula interested in nurturing connections through wordsmithing, curating, mentoring, and artmaking in traditional and non-traditional spaces.

**WORDSMITHING:** My writing is the connective tissue between art crit and creative writing, the apocryphal version of my life with hints of folklore, magical realism, and the flavors of Henry Dumas, Ntzoke Shange, Vanessa Agard-Jones, Jean Toomer, Rebecca Roanhorse, and the many visual artists whom I encounter every day. As a steward and apprentice of language, I exercise it through writing and editing work.



**CURATING:** Gesamtkunstwerk, the German word for total art, that I learned in art history courses, describes my approach to curating. Every show has my fingerprint of artistry and is the culmination of deep, behind-the-scenes work supporting, advocating, and project managing with and for artists.

**MENTORING:** Lifting as I climb is an important way to edify and share opportunities with marginalized, emerging, creative practitioners.

**ARTMAKING:** My glass-blown and ceramic work explores the topography, color, and variation of the skin, the largest organ of the body that maps trauma, healing, and genetics, our greatest form of wearable art.

## What wise words do you have for someone hoping to break into your field?

Put yourself out there and intern as much as possible!

## What former positions or experiences helped prepare you for where you are today?

Museum Fellowship at the ICA and Associate Curator at Beacon Gallery (now ShowUp)

## What's a fun fact about yourself?

Learning American Sign Language in high school is one of the many ways that sparked my visual thinking.





ALUM

she/her

# Coral Azevedo

Hello! I'm Coral. An award winning Graphic Designer and crafty person based in Northern New Jersey. Originally from Massachusetts, I'm an alum of Montserrat, class of 2018. After graduation (the day after, to be exact!) I moved to New Jersey looking for a career and new adventure with my now husband (who, fun fact, I met at freshman orientation!). I have 6+ years of in-house and agency experience across a wide variety of industries. I'm bringing my rich background in fine arts and shaking up the corporate world. I also still practice book arts and painting on the side.

[coralthedesigner.com](http://coralthedesigner.com)



## What current projects are you most excited about?

I've been in-house at an asset management firm for the past year and a half. I know that might sound a little... boring. But I feel so creatively fulfilled with my projects and responsibilities. I can honestly say I love my job! We produce many standard materials you might assume a finance company does, like quarterly reports, presentations, and data visualizations. But we also produce a ton of custom content like infographics, articles with interactive designs, and mini-documentaries. So my work really stretches across print, digital, and video. And something I'm definitely excited about: I've also recently been awarded an American Inhouse Design Award from GDUSA!

## What wise words do you have for someone hoping to break into your field?

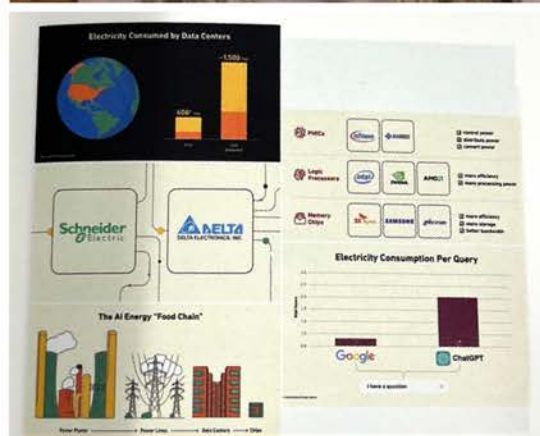
1) Know your worth! There is so much value in creativity and knowledge. 2) Always be learning! Education shouldn't stop when you get your degree. Dive into anything you're interested in (read books, take courses, watch YouTube!) and find ways to incorporate your unique knowledge and point of view into your work. A huge value-add to tie nicely back into #1!

## What former positions or experiences helped prepare you for where you are today?

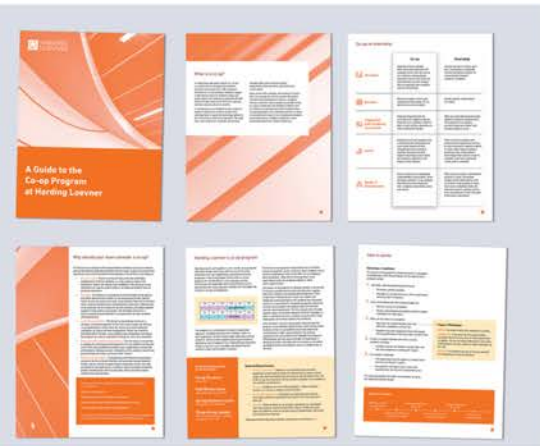
I have years of experience working in graphic design in freelance, agency, and in-house positions. I have the most experience in the pharmaceutical, real estate, and financial industries.

## What's a fun fact about yourself?

I'm a huge Star Wars nerd!



Design Firm: Harding Loevner LP Title: Solving AI's Energy Footprint Art Director: Coral Azevedo Writer: Tara Wellema Video Producer: Eamon Ben Donnellon Animator: Mike Wechsler



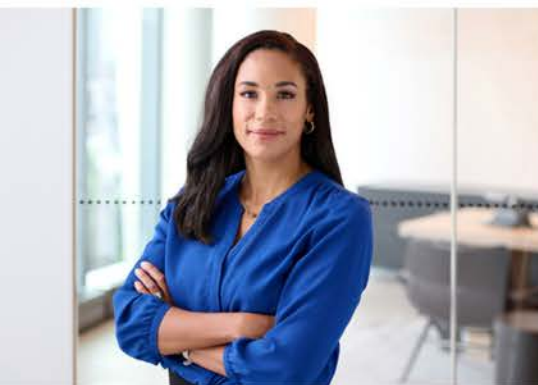


# David Shopper

he/him

I have been a commercial photographer for over 3 decades, and am continually reinventing my work. I specialize in corporate portraiture & candid photos, but have a strong background in studio product, fashion, and lifestyle. I'm a strong proponent of being a good businessperson as well as a good photographer. I have a passion for learning new stuff and sharing what I know.

[davidshopper.com](http://davidshopper.com)



## What does your current artistic process look like?

My work is a collaboration with my clients. I will ask the client to articulate their message (what's "the win"), then figure out what I have to work with (am I shooting in a board room, a clean room, a bar room?), and then try to put everything together in a visually pleasing way. I try not to drive the artistic process with my preconceived notions — rather, I let the project guide my creativity.

## What wise words do you have for someone hoping to break into your field?

Always do your paperwork. Respect how much competition you have and make sure you offer a singular vision. Don't sell yourself short. Make sure you speak and write clearly. Sit down at your desk even if there's no "work" to do. Shoot. Shoot. And shoot some more.

## What former positions or experiences helped prepare you for where you are today?

Lots of time in the field making mistakes.

## What's a fun fact about yourself?

I packed a camel with my scuba gear and rode it down the Egyptian coast of the Red Sea to a Bedouin village to dive for a week.



# Denise Coke

she/her

Denise “deLaSNP” Coke is a Caribbean-American creative director and digital augmented reality artist. Denise’s artistic journey started at the tender age of 2 when she would draw in all of the books around her house. After acquiring a certificate in Fashion Design from The High School of Fashion Industries, Denise received her BFA in Graphic Design from the Shintaro Akatsu School of Design at the University of Bridgeport. She studied abroad at Hanyang University in South Korea and received a Certificate in Women’s Entrepreneurship from Cornell University. She has hosted and curated numerous artistic and immersive augmented reality art shows that showcase her work across the country, including A Decade of Dimensions, Black Girls Being, and SILVER JUBILEE. Denise is a proud member of Sigma Gamma Rho Sorority, Inc., the Graphic Artist Guild, and Black Visionaries. One of her greatest passions is travel, as she shows inspiration from traveling globally. She’s the proud mom of 2 kitties and a tattoo enthusiast. Denise has commissioned pieces for the NYC department of Transportation, The Madison Square Garden Company, Upwork, The University of Bridgeport, the NYC Department of Education, and Nike. She has spoken on numerous panels focusing on art, entrepreneurship, and augmented reality and her work has been internationally seen in Grenada, South Korea, and Australia.

[delasnp.com/](https://delasnp.com/) [@delasnp.GRFX](https://www.instagram.com/delasnp.GRFX)



## What current projects are you most excited about?

I was a previous exhibitor at the Saatchi Other Art Fair in LA and will exhibit in NY in November. I completed 2 public murals for Clara Barton High School and the Department of Transportation in New York City.

## What wise words do you have for someone hoping to break into your field?

It is a hard industry to navigate as many people are learning it. However, the bounds are limitless and the merging of art and virtual reality is exciting; you can be a pioneer for a lot of cool work. Apply to as many open calls and art shows as possible because it exposed your work to new audiences and you never know who your next client may be.

## What former positions or experiences helped prepare you for where you are today?

Pitched my first AR campaign at Madison Square Garden for New York Rockettes in 2017. I had AR capabilities incorporated into my work for my 2018 solo art show, SILVER JUBILEE. I created my first 3D AR piece in 2020 and had my largest art show to date, A Decade of Dimensions in LA which is now expanding to a group show traveling the US.

## What's a fun fact about yourself?

I have over 16 tattoos, I've lived abroad in South Korea, my work can be seen in Australia, Puerto Rico, and South Korea, I've worked backstage at Mercedes Benz Fashion Week, and I moved cross country by myself before COVID.





# Dirk Tiede

he/him

Dirk I. Tiede (pronounced TEE-dee) has been drawing comics for as long as he can remember. While specializing in visual storytelling, he is well versed in print, animation, video, and interactive design. He holds a BFA in commercial art from Millikin University, and cut his teeth as a multimedia artist and web designer in Chicago, where he created websites and interactive games for clients such as the Field Museum and the Adler Planetarium. Best known for his comic "Paradigm Shift", which began as an online comic in 1999, he has gone on to self-publish 5 graphic novels and an art book for the series. Dirk was a founding contributor to premium comics portal Modern Tales—where celebrated cartoonists such as Gene Luen Yang and Raina Telgemeier also got their start. His artwork has been showcased in the books "Toon Art: The Graphic Art of Digital Cartooning" and "Webcomics", appeared in the documentary "Adventures In Digital Comics", and was featured in Season 3 of NBC's "Heroes". Dirk works as a professional artist, illustrator and teacher in the Boston area, and his most recent work can be experienced at the North Shore Children's Museum.

[dirktiede.com](http://dirktiede.com) | [paradigmshiftmanga.com](http://paradigmshiftmanga.com)



## What current projects are you most excited about?

At heart, I am a visual storyteller. I delight in process and learning "how" to do things, whether it's mastering linear perspective, learning to paint in watercolor, or dabbling with 3D software. But ultimately, no art happens unless I have a story to tell, which is why I've always returned to comics as my primary medium. I also love animation and video--I'm currently working on a short animated film.

## What wise words do you have for someone hoping to break into your field?

Just keep creating your work and follow that quiet little voice in your head that tells you "Try this" or "I have to do that someday" because that's your compass. Your North Star. It's the thing that will lead you onto the next important horizon in your life. And don't worry if you can't pay for your life doing it from the very start. So long as you carve out time for your art and keep doing it on a regular basis, that's all that matters.

## What former positions or experiences helped prepare you for where you are today?

I like to tell people that what I learned in school was how to learn. But really, what my time in school gave me was time to explore. I was the sort of art student who took calculus (though I barely passed) and computer programming. I took every creative computer class I could—online publishing, music and recording, etc—to explore the possibilities of creating digitally.

## What's a fun fact about yourself?

I'm also a musician! I was an orchestra kid who played violin through college. Nowadays I play fiddle for Scottish dances, in Irish sessions every other week at Back Beat Brewing, and record music on the side, including for a local podcast.

# Dorian Eason

Dorian is a designer with an interest in systems, AI/NPC-behavior, and technical design. Projects include explorations into creating AI behavior with blueprints, developing short narrative experiences, and some self-teaching of C++. Their work had involved experience with Construct 3, Unity, and Unreal Engine as game engines, with a particular focus on Unreal in recent projects. They are happy to discuss designs for gameplay and systems, as well as how to breakdown blueprints to make those designs a reality.

As a QA Tester with Demiurge Studios, their work has included testing for mobile and PC titles, including Marvel Puzzle Quest, and most recently Riot's 2XKO. As part of an integrated QA team, they've been lucky to have direct communication with designers, artists, and engineers, which has taught them a lot about development processes and ways to improve their own design practice. They recently led a presentation surrounding QA at PAX East 2024.

[dorianeason.itch.io](https://dorianeason.itch.io)

## What current projects are you most excited about?

I'm prototyping a couple ideas, but don't have any true deadlines or set in stone plans. With 2XKO's Alpha Lab coming up soon, work has been taking most of my brainpower, and I've focused on rest and recovery in the evenings and on weekends.

## What wise words do you have for someone hoping to break into your field?

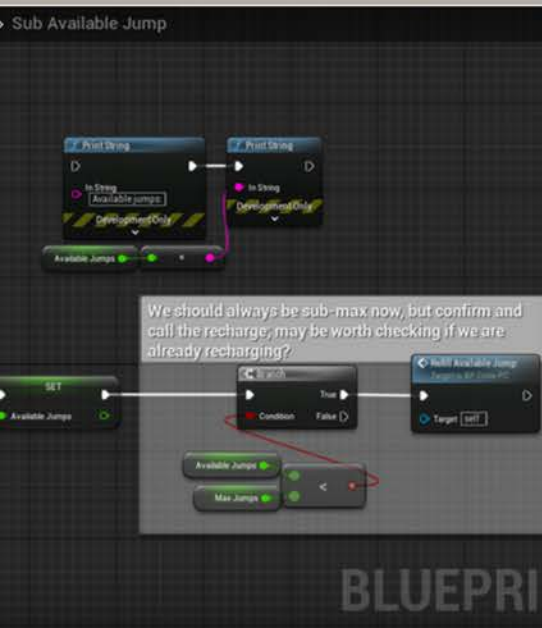
Keep working and you'll find your space. The industry is in an odd spot and things can feel impossible. Pay your bills and keep making the art and games you enjoy with the time you have. You may not find a place immediately, but you definitely will find one if you keep looking. Bonus! Take breaks and rest as you need to. Burnout is real, and it sucks.

## What former positions or experiences helped prepare you for where you are today?

Some of the best and harshest critiques I experienced at Montserrat helped me separate my work from myself, and in turn taught me how I can put myself in other perspectives and use that view to push my work. On the day-to-day of working QA, knowing how to give and receive critique, knowing when it's appropriate to do so, and knowing how to take into account the individual behind that work is a necessity.

## What's a fun fact about yourself?

I have a Great Dane named Mint, and his favorite toys are sharks. I otherwise never want to be near a shark.





# Duncan Eagleson

*he, him*

Duncan Eagleson has been a freelance artist most of his adult life, primarily doing illustration, but also graphic design – from book covers to corporate ID, brochures and billboards, t-shirts and web design, comics and animation and games. He was art director & lead illustrator for the game *Susurrus: Season of Tides* for Evil Overlord Games. He has created many book covers, magazine illustrations, and comics over the years, including covers for books by Graham Masterton, H.P. Lovecraft, Robert E. Howard, and Fred Saberhagen. Clients have included Tor Books, Doubleday Books, New Line Cinema, and Warner Communications. In comics, he worked on Neil Gaiman's *Sandman* and on *Shade the Changing Man* for DC/Vertigo, the DC/Paradox Big Books series, Anne Rice's *The Witching Hour* for Millennium/Comico, and a variety of short stories for various comics anthologies. He edited Larime Taylor's popular series *A Voice in the Dark* for Top Cow, and illustrated *Joan of Light* and *D'Arc* for Emet Comics. Eagleson is also a former advertising copywriter turned novelist. As a writer, he has published two novels, *Darkwalker*, which was highly praised by both Charles deLint and James A. Moore (and gathered a bunch of five star reviews on Amazon), and the steampunk adventure *Fire Aloft*, written with Rev DiCerto.

[duncaneagleson.com](http://duncaneagleson.com)

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## **What current projects are you most excited about?**

These days I'm spending much of my time doing covers for small and indie publishers. Although small press work doesn't always pay as much as the large publishers, there's usually much more latitude for experimentation and more creative freedom, at least as far as the clients are concerned. What restrictions and parameters apply are largely those I've developed myself. Where a name like Stephen King or Neil Gaiman by itself might be enough to sell a book for a mainstream publisher, small presses are much more dependent on effective cover design to sell their books. I've spent a fair amount of time reading studies and doing research on what sort of designs effectively sell books in the Era of Amazon. For instance, it's now more important than ever that a cover "read" effectively at the postage stamp size of an Amazon thumbnail.

## **What wise words do you have for someone hoping to break into your field?**

Develop a regular discipline. Don't rely on inspiration and your "muse." As Chuck Close famously said, "Inspiration is for amateurs — professionals just show up and get to work."

## **What former positions or experiences helped prepare you for where you are today?**

In the early days, before going freelance, I worked in a print shop, an ad agency, and a screen printing plant. I've worked as a copywriter, editor, and art director. I know the publishing and printing processes from top to bottom. In the '80s I designed official concert t-shirts for several prominent rock groups.

## **What's a fun fact about yourself?**

I once worked as a private detective.



# Elaine Lipcan

she / her

I have a studio art degree from Allegheny College in western PA where I majored in fiber sculpture - minored in political science. In my senior year of college the career office told me I had two choices: 1) go back to school to become an art teacher, or 2) try to live as a starving artist. I did not find that limited mindset inspiring! I moved from the countryside to NYC when I graduated with a goal of working for an arts organization that was making an impact. That was the late 1990s and I went from general manager of an international dance company, to working wardrobe on Broadway, to representing world-class performing artists on the agency side... now, 20+ years later I have my own company and I specialize in large-scale producing in the entertainment sector. I look forward to demonstrating how your skills - creativity, curiosity, critical thinking, etc. - can set you up for success in a huge range of cross-sector positions, and how you might leverage those skills with an entrepreneurial spirit.

[linkedin.com/in/elip212](https://www.linkedin.com/in/elip212)

## What current projects are you most excited about?

Because I work for myself, I have a huge amount of flexibility in terms of the clients that I choose to work with. For me, at this stage in my career, the most important question is - "does this client share my core values and is it a fit (good for them and for me) if I take on this project"? What excites me the most, is an opportunity to put my business and critical thinking skills to the task of supporting artists and organizations in realizing their vision and effectively implementing their long-term goals.

## What wise words do you have for someone hoping to break into your field?

I often get asked about HOW to go about breaking into the arts and entertainment field. One key thing stands out... can you demonstrate that you are already doing what you believe you want to be doing? What are the hard skills that you are utilizing in your current activities that directly transfer? This can be really simple - if you are an artist, but you work a day job at a restaurant, don't discount that you are building hugely valuable skills problem problem-solving, understanding the needs of customers, managing complex tasks simultaneously, and working under pressure... and how do you communicate the ways in which those skills directly relate to the job you are seeking.

## What former positions or experiences helped prepare you for where you are today?

Working with the developmentally and physically disabled community as a direct care professional when I was in high school literally changed my perspective on the world in a way that has permeated my professional life ever since. Learning to sew at a young age and posing as a figure model in college gave me confidence and understanding around performance, vulnerability, and the usefulness of common "craft" skills.

## What's a fun fact about yourself?

I love pickles! And I have traveled extensively in Japan to eat and learn about all of their regional pickling traditions!





# Elizabeth Lee

she / her

I spent 19 years at a high-end ceramics company, Droll Designs, going from customer service to graphic layout to painting ceramics, creating designs, photographing products, designing brochures, and advertising to marketing. I moved to become lead artist at Hestia Creations, where I continued to do graphic design, product photography, and marketing while also painting custom watercolors and ceramics. With the rise in 3D printing, I got certified in Computer Aided Drafting and joined the luxury fireplace importer, European Home, where I added video editing, website design, and SEO to my skills. I have now started as the Marketing Specialist for the new North American branch of French luxury fireplace designer FOCUS.

[elizabethlee13.myportfolio.com](http://elizabethlee13.myportfolio.com)  
[linkedin.com/in/elizabeth-lee-75158b117/](https://www.linkedin.com/in/elizabeth-lee-75158b117/)



timelessly clean & modern

## What current projects are you most excited about?

As a member of the new North American branch of an international company, I oversee the development of marketing materials, execution of campaigns, optimization of website content, and a range of strategic projects designed to establish and expand the company's market presence.

## What wise words do you have for someone hoping to break into your field?

Always be willing to step up and do a little extra, step in to learn a new skill, and always be a go-getter. Don't wait for instructions on what to do next, jump in to see what needs doing and offer. Never stop offering ideas, even if you get shot down a lot, or you are afraid people will think you are stupid. Remember, someone once pitched a movie idea to a bunch of executives about a tornado full of sharks.

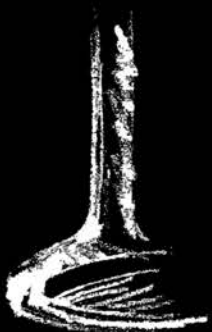
## What former positions or experiences helped prepare you for where you are today?

All the companies I have worked for have been small, so I have had the opportunity to step up and gain some incredible skills over the years. Going through a couple of recessions has also opened doors. Can not afford a photographer, then I will do it. Can not afford a video editor, then I will learn how. AI is the new thing, let me get learning!

## What's a fun fact about yourself?

I have always wanted to be able to hand sculpt, but it is simply a skill I do not have. So, I have learned to crochet and knit Amigurumi, and it is my favorite hobby!

Iconic  
designer  
fireplaces



focus





ALUM

# Elliott Grinnell-Bhutto

he/him



I'm a trans freelance illustrator based in Massachusetts, where I live with my husband and my calico cat! I'm 32 and graduated from Montserrat College of Art with a concentration in Illustration. I've always had a love of fantasy, pattern, and storytelling that's informed my work from the very beginning - but while in college, I struggled quite a bit with finding my own voice in my work. After graduating, I sunk my teeth into digital illustration and the world of kidlit and publishing! I've learned so much from my different clients, working on freelance character design, logo work, portfolio consulting, and graphic novel pitch work. It took me years to find my niche and my voice- and that's okay! Now I work as a fulltime illustrator, and I have a blast creating work that's sold in art shops, discussing career moves with my agent, and dogsitting on the side!

[elliottgrinnell.com](http://elliottgrinnell.com)



## What current projects are you most excited about?

I'm working on a pitch for a story that I've been brainstorming for ages. Creating characters and worlds they can live in is one of my favorite things to do, so I'm enjoying the process so much!

## What wise words do you have for someone hoping to break into your field?

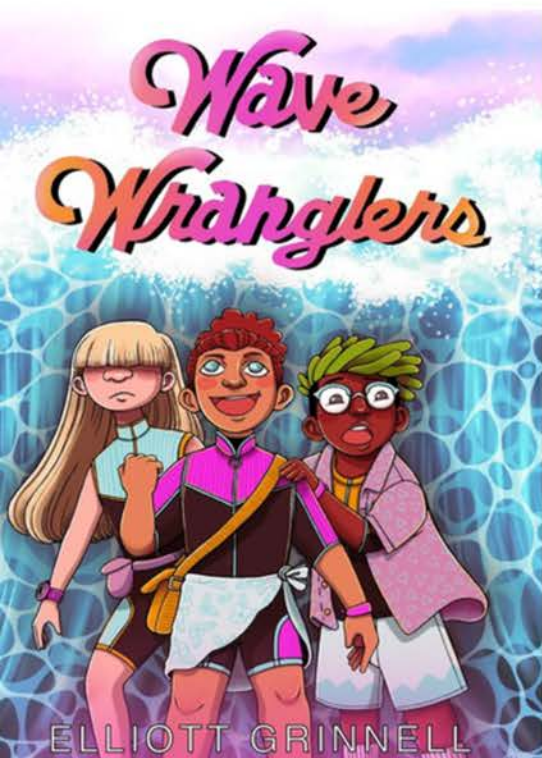
Publishing is all about narrative and connections, but beyond that, the publishing community has so many amazing people in it who are out there creating diverse and progressive books for kids and young adults. Networking helps in any field but in publishing, beyond having the portfolio work to show, it's even better to be able to show up and support other artists, authors, and creators!

## What former positions or experiences helped prepare you for where you are today?

I worked as a gallery manager and it helped me so much to understand others' different art styles, how to curate and pick the best work, how to communicate with others (correspondence through email, etc!), as well as how to run an art business!

## What's a fun fact about yourself?

I took 10 years of kenpo karate when I was a kid! True, I don't remember a lot of it now, but hey...





# Emily Manwaring

she/her

Emily Manwaring lives and works in Brooklyn, NY.

Manwaring graduated from The Cooper Union for the Advancement of Science and Art and has a BFA in Fine Arts. Emily Manwaring's work has been featured in galleries and museums such as Canada, New Image Art Gallery (LA), Venice Biennale (Italy) and The Brooklyn Museum. Emily Manwaring has been in articles for JUXTAPOZ, It's Nice That, ArtDaily, Artnet, Office Magazine and The New Yorker. Manwaring's work has been featured in Usher's "Ruin" music video and the book "The Nameplate: Jewelry, Culture, and Identity" featured in The MET Library.

[emilymanwaringstudio.com](http://emilymanwaringstudio.com)

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## What current projects are you most excited about?

I imagine my life in the Caribbean and the celebration of my culture. Dancing through the winds of the island experiencing the vibrancy of the colors and joyous energies. My work is an ode to the precious spirits of the celebration within the diaspora of Black culture. Through rich and dazzling color, my work is composed of abundant beauty. Collaging allows me to gather images from the past and present to create a futuristic memory that encapsulates the journey of time. I think about looking in a window into the lives of the people I paint and the occasions they share. What would it visually look like if you combined all your memories together and had them be focused in one environment? The memories create a patchwork and textile pattern resembling the complexities of a quilt. I think about my work translating in different mediums, how painting allows me fluidity, how cement and bricks allow me solidification, and how steel allows me luminosity. I'm interested in the worlds built within my work and how visual language communicates a memory and emotion.

## What wise words do you have for someone hoping to break into your field?

Don't rush. Enjoy the place that you currently are in your life, and don't be afraid to take that risk that separates you from what other people think is "acceptable" or "perfect." Experiment, experiment, experiment. Always think about a new way of presenting a piece or devising how a piece shows up in this world; there is no need to stick to one thing, being that life is ever-evolving and changing. Go for anything you want; let the most important dialogue be the one that happens within yourself.

## What's a fun fact about yourself?

I love recording music, I have songs that I made saved on my phone that I just listen to.





# Feda Eid

she/her

Feda Eid is a Lebanese diaspora multidisciplinary artist rooted from Bilad Al Sham also known as the Levant in SouthWest Asia and lives in the occupied lands of Wampanoag, Nipmuc, and Massachusetts People- so called Quincy, MA. Her work explores the expression of heritage, culture, identity and tradition in the often tense but beautiful space between, what is said, what is felt, and and what is lost in translation. She captures these emotions through her bold use of color, textiles, adornment and pop culture linking the past and present. As the daughter of Lebanese immigrants who fled the country's "civil war" in 1982, Feda is guided by her family's journey, her childhood growing up as an Arab and Muslim in the US and the colonial borders imposed on her ancestors. Feda studied Sociology at Regis College and photography at New England School of Photography.

[fedaeid.com](http://fedaeid.com)

## What current projects are you most excited about?

I am working on a photo series of middle eastern women/femme/non-binary identities shot on film.

## What wise words do you have for someone hoping to break into your field?

Keep creating the visions you see in your heart and head. They always lead to something beautiful.

## What former positions or experiences helped prepare you for where you are today?

I have been a visual artist specializing in portraiture for over 10 years, but in the last few I've really enjoyed passing on my knowledge and lived experience in the arts to the younger generations. My work has been exhibited at the Peabody Essex Museum, Isabella Stewart Gardner Museum, The Shed NY and currently have a solo show at Fire Folk Arts in VT. During my most recent artist Residency, at the Eliot Craft School, I worked with teens over the summer teaching photography, self portraiture and storytelling culminating into an exhibition and community events at Piano Craft Gallery. Each teen created a personal self portrait that captured parts of their identity in their own way from never working with cameras before to creating works of art they were proud of. The work was so well received it moved onto the Boston Public Library central branch, the first time artist work has been featured there ever, and stayed up from October-November and then extended again until February 2024. I also held a successful workshop at the Boston Public Library capturing community members within the same themes of the residency. I have enjoyed giving back through teaching photography to younger generations looking for a way to express their present and envision their futures. I believe in the power of art to imagine and transform our inner and outer worlds.

## What's a fun fact about yourself?

I really love thrifting, mainly the treasure hunt aspect of it. I've collected and found many amazing things over the last 10-15 years!



# Gabi Anderson

she/her

After studying illustration at the Rhode Island School of Design, I launched my design career at Beacon Press, where I designed over one hundred book covers. From there, I switched to the fast-paced eCommerce world, working with brands like ThirdLove and Shutterfly. In this experience, I partnered with key stakeholders and executives to drive the businesses forward with breathtaking designs - whether doing the design work myself or overseeing the process and methodology.

While rolling through my design career, I kept my foot in the art world, showing at galleries and making bold illustrations for brands and campaigns. Through these experiences in these two worlds, I always craved to combine my knowledge and powers from both spaces to create something bold and disruptive. Thus, Gabi Anderson Studio (GAS) was born. By combining my prowess for art, design and strategy, I bring curiosity into the everyday.

[gabiandersonstudio.com](http://gabiandersonstudio.com)



## What current projects are you most excited about?

The projects I get most excited about are typically rebrands and illustration work. I also love love packaging and print design.

## What wise words do you have for someone hoping to break into your field?

It's important to tailor your portfolio towards the direction you want to go in. It's also important to apply to a million jobs and try to not fear rejection. I've been rejected so many times and continue to be rejected for freelance jobs that I'd love. If you keep putting yourself out there and hustling something will eventually pan out.

## What former positions or experiences helped prepare you for where you are today?

Absolutely all of them! When I went off on my own at the beginning of 2021 I had no idea how it was going to go. One of the happiest surprises has been people popping up from past jobs to refer me to projects their companies or friends are working on. I've now collaborated with people from pretty much every job that I've had in the past.

## What's a fun fact about yourself?

I ran an ultramarathon a couple years back to raise money for Planned Parenthood and am considering another one in 2022.





# Gabriel Ribeiro

he/him

Brazilian Born Author and Illustrator Gabriel has lived on the coast of Massachusetts most of his life. Working primarily in traditional watercolors, Gabe Likes to explore the more cozy and whimsical side of fantasy, spending most of his time on the fantastical small creature that inhabits the forest.

[drawgabedraw.com](http://drawgabedraw.com)



## What current projects are you most excited about?

I am currently working on a fantasy graphic novel called Welcome to Huckleberry Hollow that I'm very excited to share more about when I have more of the book finished.

## What wise words do you have for someone hoping to break into your field?

Don't be afraid to put yourself out there, meet people in the field and find people doing the work you want to be doing and ask them as many questions as possible.

## What former positions or experiences helped prepare you for where you are today?

Just trying different jobs in art and being able to see how different artists and designers work.

## What's a fun fact about yourself?

I still look down at my dominant hand when I'm trying to quickly remember right from left.



Welcome to Huckleberry Hollow



# Gerald Slota

he/his

GERALD SLOTA is a fine artist and photographer who has been widely exhibited across the US and abroad. He has had solo shows at the George Eastman House in Rochester, NY, and Langhans Galerie in Prague, Czech Republic, as well as been shown at Recontres D' Arles in Arles, France. Slota has had multiple solo exhibits at Ricco/Maresca Gallery in NYC and is represented by the Robert Berman Gallery in Los Angeles. His images have appeared in numerous publications including The New York Times Magazine, Vice, The New Yorker, New York Magazine, Discover, and Scientific America, as well as in BOMB, Artforum, ARTNEWS, Art in America, and Aperture. He currently teaches at the School of Visual Arts in NYC, and has lectured at many institutions such as the International Center for Photography (ICP). Gerald Slota has garnered many awards including a Polaroid 20"x24" Grant, a MacDowell Artist Residency, and a Mid-Atlantic Fellowship Grant in 2001, 2009 and 2021 . Most recently, he was commissioned for an 18'x18' mural on the Seminole Indian wars by the Norton Museum in West Palm Beach, FL .

[geraldslota.com](http://geraldslota.com)



**What current projects are you most excited about?**

always working on something new and excited about every project

**What wise words do you have for someone hoping to break into your field?**

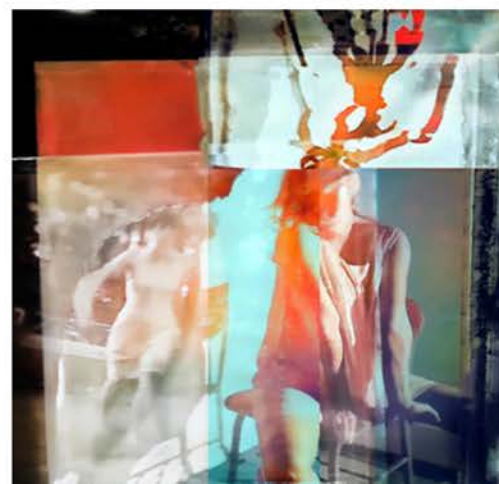
love what you're doing and work hard

**What former positions or experiences helped prepare you for where you are today?**

being an adjunct professor & mentor

**What's a fun fact about yourself?**

my work :)





# Greg Gonyea

he/him



I am an award-winning senior creative who can lead, execute and advocate for highly conceptual ideas at any level. My strengths lie in branding and identity design, created by the accumulation of experiences and shape expectations by each unique audience. My experience covers the gamut from upstart boutique design firms to mid-size agencies, managing staff and external resources, directing large scale photography shoots, proposal writing, a vast understanding of print and online technologies and large scale rebranding and have specialized in higher education. Some additional highlights in my career were forming a creative collaborative partnership group, developing curriculum and teaching graphic design, submitted nomination for a Grammy, and several recent design award. I do not miss deadlines, am a good problem solver and very comfortable working on multiple projects simultaneously in a fast-paced environment. Teaching graphic design at a university level has given me the ability to nurture young designers and extract the best thinking out of a range of individuals, while also being the beneficiary of their reciprocal inspiration. I also donate a substantial amount of pro bono time each year to a select group of non-profits. My diverse experience has given me an intuitive sense, a management style that promotes creative curiosity and an invaluable rapport with clients. I am an extremely versatile and highly collaborative creative seeking the intersection of function and aesthetic.

[linkedin.com/in/greg-gonyea-8853012](https://www.linkedin.com/in/greg-gonyea-8853012)



## What does your current artistic process look like?

Currently rebranding several divisions within Bentley including Athletics and the Police which offers a rare opportunity to develop unique creative but still within brand guidelines.

## What wise words do you have for someone hoping to break into your field?

Be good at a lot of different things until you find your niche. Work at small boutique places, larger agencies, in house and freelance then decide what best fits you.

## What former positions or experiences helped prepare you for where you are today?

Operating my own business and teaching was the most rewarding and gave me a great work ethic and really refined my skills at presenting my work.

## What's a fun fact about yourself?

I was nominated for a Grammy (for album design).



# Greg Orfanos



Greg Orfanos is a proud graduate of Montserrat College of Art with a B.F.A. in Illustration. His work has been shown in galleries throughout Massachusetts, Connecticut and New York. He has also been commissioned for many paintings by both businesses and private individuals. As an illustrator, he has worked in the fields of editorial and advertising. Making pictures that tell stories has always been a running theme in Greg's work. Though a narrative is always prominent in his paintings, it is often portrayed in a surreal and allegorical way. His work is often embedded with a fascination of the bizarre, a bit of sarcasm and a tongue-in-cheek sensibility. Greg is very open with students about his academic and professional experiences. He believes that the exchange of creative ideas in the classroom creates a symbiosis in which the teaching and the making of art exist in harmony.

[gregorfanos.com](http://gregorfanos.com)



## What current projects are you most excited about?

My current work deals with subject matter engaging with the viewer in some way. Allowing them to emotionally connect with the mood and environment of the illustration. I want the viewer to feel as if they are part of the narrative. The projects that most interest me are the ones that allow for a lot of research and world building.

## What wise words do you have for someone hoping to break into your field?

My advice would be for them to understand that Illustration is first and foremost a job. Learn how to work well with people. Clients are hiring them specifically for their unique way of visual storytelling. In order to become a good story teller they must learn to visually communicate in different ways. Eventually, learning to creating work that deals with the kind of stories that they want to tell. This will aid in building a portfolio of work that will help them get the kind of jobs they want.

## What former positions or experiences helped prepare you for where you are today?

My experience in college helped tremendously. As a student, I was told that my only job was to be a sponge, learn to learn, and use constructive feedback as a tool not a personal attack. I applied this to my first illustration job and all jobs since. It's allowed for further jobs and great relationships with clients.

## What's a fun fact about yourself?

I love to explore abandoned buildings, historical places, and collect found objects as artifacts.





# Honey Goodenough *she/her*

Honey Goodenough (Clown/Puppeteer/Educator) is a puppeteer, educator, and children's entertainer. From 2017 to 2022, she was Puppet Showplace Theater's first resident teaching artist, following 10 years of experience working with diverse student populations in greater Boston, New York City, Vermont, and Texas. Honey is also a trained marionette performer and has toured nationally with The National Marionette Theatre, Frisch Marionettes, and the Macy's Marionette Theater. She has produced and performed in Puppet Slams across the country, and has had 5 of her original performances featured at the National Puppetry Slam hosted by the Center for Puppetry Arts in Atlanta. Honey is proud to say that she has performed in 39 of the United States, and toured to Shanghai, China with the International Clown Comedy Tour in 2017. She has recently returned to her hometown of Austin, Texas and performs for family audiences as "Funny Honey" and Good Hearted Entertainment.

<https://www.facebook.com/profile.php?id=100063771752957>



## What does your current artistic process look like?

I've recently relocated to my hometown of Austin TX, after 23 years on the East Coast; working in New Jersey, New York City, and Boston. I'm re-establishing professional connections, and growing my entertainment company, Good Hearted Entertainment. I'm continuing to develop new performances and hone my skills as a painter, and balloon sculptor. In the entertainment field, an artistic practice is constantly developing based on interests and demand.



## What wise words do you have for someone hoping to break into your field?

Devour your craft like you're starving for knowledge! There are so many facets to puppetry that it's important to see and learn as much as you can as you develop your artistic eye and skill set. There's many different styles of puppetry and just as many types of jobs, that it's helpful to ponder your work flow and try to target that type of work and artistry. Be kind, be thoughtful, and BE ON TIME!

## What former positions or experiences helped prepare you for where you are today?

All of them! I've worked as a performer, builder, producer, stage manager, an educator, grant writer, guest artist, and creative consultant. I've served as a board member for UNIMA USA, an international puppetry organization, and as chairman of the Scholarship committee and as ads liaison. I've also founded multiple grants and scholarships funding them with ad sales in programs and tshirt sales. Working as a producer has probably been most enlightening, I felt in service to the shows and the artists vision.



## What's a fun fact about yourself?

I'm also a magician!



ALUM

she/her

# Ing Colbert



Ingrid Ethel Colbert is a character designer and merchandise artist, currently coordinating and developing plush toys at Aurora World in Los Angeles. Born and raised Massachusetts, she holds a BFA in Animation & Interactive Media from Montserrat College of Art. Ingrid's love for stuffed animals, as well as comforting family-friendly design gave her a great leap into the toy design world, where she now develops all designs for Aurora's line, Spudsters. When not developing the cute and cuddly, Ingrid can be found exploring her new home of Los Angeles with her wife, Emily, as well as collecting toys at home with her cats, Cricket and Beansprout, and Sheltie puppy, Fia.

[ingridethel.com](http://ingridethel.com)



## What current projects are you most excited about?

Honestly, I'm most excited to be building my career and developing more and more original designs for Aurora! The stuffed animal and toy world has been a joy to be a part of, and I love being able to think and be mindful of the next generation who may play with something I designed!

## What wise words do you have for someone hoping to break into your field?

If you have the foundational skills required, apply for the job. You don't have to lump yourself into "major specific" jobs if there's other avenues you like and understand.

## What former positions or experiences helped prepare you for where you are today?

I actually was a Sales Lead at the Build a Bear Workshop at the Northshore Mall, during my final year at Montserrat, which really solidified my love for toys, especially plush. Getting to know that customer base, as well as collector community, gave me so much insight and nudge to look at toy design as a possible career.

## What's a fun fact about yourself?

I've been collecting various merchandise of the Disney movie, The Lion King, since I was 6. The fact I live less than 45 minutes from Disneyland now is both a blessing and a curse.



# Jean Romero



Jean Romero is Visual Artist currently living in the Boston area. He is deeply passionate about digital art and it's impact on interactive entertainment. Jean's work focuses on visual assets used in the game industry, as well as other forms of interactive media. His work spans across both 3D and 2D applications, depending on project needs. Jean's artwork draws inspiration from Fantasy and Sci-fi games, tabletop illustration, and animation.

[jeanromerostudio.com](http://jeanromerostudio.com)



## What current projects are you most excited about?

I currently work in the video game industry. This work is heavily comprised of both 2D and 3D digital art. As someone who works on indie game development outside of work, I am excited about interactive projects involving 2D and 3D art.

## What wise words do you have for someone hoping to break into your field?

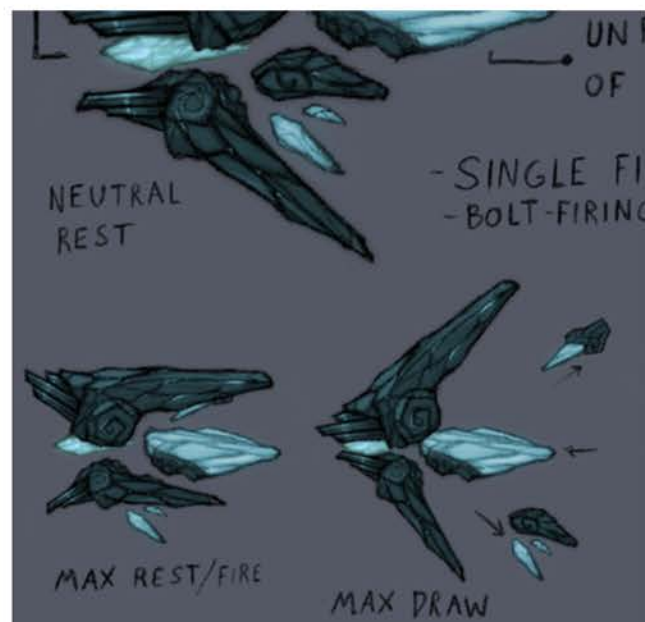
The games industry is a software-heavy field. Flexibility, adaptability, and an ongoing ability to learn are important to both improve and remain competitive in the field.

## What former positions or experiences helped prepare you for where you are today?

My internship with Harmonix while at Montserrat, the Military, and my studies at Montserrat.

## What's a fun fact about yourself?

I have a cute dog and love puns.





# Jen Gubicza

she/her

Jen graduated with a BFA in graphic design from MICA in 2001. From 1997-2008, she worked as a Graphic Designer & then Creative Director at the design studio Big Blue Dot (clients there included Disney, Nickelodeon, Cartoon Network, PBS Kids, NFPA, National Geographic, VIZ media, and MoMA). In 2004, Jen started making handmade toys as a hobby. With the evolution of online selling tools like Etsy & the growth of the Maker movement, Jen made the decision to go full time with her handmade toy & decor business Zooguu in 2008. Together with her husband Brian, who is also an illustrator, Jen sells her work at fine art + craft shows, conventions, online, and in small shops throughout the United States. The Zooguu Studio is a 1200 sq. ft. space located on the island of Nahant, MA. Zooguu was awarded the 2021 Artist in Residence position for Beverly, MA. Jen has also designed and fabricated the Lockheed the dragon puppets for the X-Men New Mutants film, contributed soft sculpture to gallery shows, and created custom toys and soft sculptures for corporate clients (Etsy.com, Facebook, Hasbro and Burr! Productions). Her design and work experience in the kid's entertainment industry and running her own handmade toy business has led to her next adventure in the picture book industry. She has taken illustration courses with Lilla Rogers Studio and the Make Art That Sells team, writing courses at Storyteller Academy and The Writer's Loft, and is a member of IlloGuild, an international children's writing & illustrating critique group.



[zooguu.com](http://zooguu.com)

## What current projects are you most excited about?

I've been making toys and stuffed animal faux taxidermy for the last 15 years, and I still love the work I get to do as an independent artist/maker. I still use many of the skills I honed over the ten years I was a graphic designer and creative director, as well. The projects I'm most excited about now are the new work in picture book writing and illustration. I've been studying story craft and have a lot of knowledge to share in this discipline as well.

## What wise words do you have for someone hoping to break into your field?

Write down your dream career goals, then let's break them down together into actionable steps. Small steps over time is how you'll get to where you want to be.

## What former positions or experiences helped prepare you for where you are today?

I've been a freelance graphic designer, an in-house designer, a creative director for the kid's entertainment industry, an adjunct professor at NESAD at Suffolk, a mentor at MassArt, an independent artist working art festivals and comic conventions and selling work wholesale and online, and an author-illustrator in the kidlit space.

## What's a fun fact about yourself?

My favorite frozen dessert is lemon sorbet with Junior Mints! I call it Citrus Starfield.





ALUM

she/her

# Jenn Jones

Jenn Jones is a designer, illustrator, and printmaker living in West Philadelphia. She holds a BFA in Graphic Design from Montserratt, and currently serves as Creative Director at Second State Press, and In-House Artist/Barista at The Green Line Cafe. Combining her heartwarming illustration with the principles of design, Jenn has created murals, totes, t-shirts, branding, logo designs, and everything in between for various local businesses and art studios in Philly. She is addicted to the color green, pours a lot of coffee, and enjoys falling asleep during movies alongside her husband and two cats.

[instagram.com/moss\\_party/](https://www.instagram.com/moss_party/)



## What current projects are you most excited about?

This year I have plans to design the branding for a local plant company, which is exciting! I'm also aspiring to table at more art markets, and complete a ceramics collab with one of my friends.

## What wise words do you have for someone hoping to break into your field?

Find a community, and get involved! I've gotten so many opportunities by joining art studios and interacting with the creative people around me. Also, post on Instagram! That's where everyone is, and how your work can be seen far and wide. And lastly: never underestimate the power of a cold email.

## What former positions or experiences helped prepare you for where you are today?

My internship at Second State Press really paved the way for all I do today! I'm thankful it was a requirement at Montserratt.

## What's a fun fact about yourself?

I love swing dancing! It's one of the things that brought me to Philadelphia in the first place :)





ALUM

she/her

# Jessica Saab

My name is Jessica Saab (yes, like the car), though I drive a Honda that my mechanic despises. I'm working as a Production Artist at Tufts University, where I assist the design team in various web and print based projects. I am also a gallery assistant at HallSpace, where I work with artists in Boston and produce collateral for the gallery.

[jessicasaabdesigns.com](http://jessicasaabdesigns.com)

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## What current projects are you most excited about?

I live in Salem, MA and work out of Dorchester and Beverly occasionally. Through my work at Tufts, I have had the opportunity to collaborate with my team on creative projects around campus, like branding for our recent presidential inauguration. At HallSpace, I visit galleries and artist studios around Massachusetts and Rhode Island, as well as assist in the preparation of events. At the moment, I am writing essays and working on websites for artists associated with the gallery. I am amazed at how my work experiences have lent themselves to my personal design practice, particularly in how they've allowed me to stumble upon new material for my digital collages. My work has been featured in the Montserrat auction and digital exhibitions at PCOM.

## What wise words do you have for someone hoping to break into your field?

Just start. Find something you're a little obsessed with in your artistic practice and don't be afraid to experiment with it. Make work.

## What former positions or experiences helped prepare you for where you are today?

I worked as a TA in a few Graphic Design 1 classes at Montserrat. I helped students work through design and technology problems, as well as with production. I also did my internship at HallSpace, and I still work there today.

## What's a fun fact about yourself?

I have a small art collection and a growing collection of shiny Pokemon.





# Jill Adler

she/her

Jill Adler received her MFA from the Pennsylvania Academy of the Fine Arts in 2021 and her BFA in Painting, with concentrations in Book Arts and Printmaking, from the Maryland Institute College of Art in 2019. Adler's work incorporates a wide array of media, including but not limited to painting, printmaking, papermaking, book arts, and ceramics. She has shown work in group exhibitions across the northeastern US including at Field Projects, New York, NY; Marginal Utility, Philadelphia, PA; Vox Populi, Philadelphia PA; Woodmere Art Museum, Philadelphia, PA; Pennsylvania Academy of the Fine Arts, Philadelphia, PA; Gallery Aferro, Newark, NJ and at the Maryland Institute College of Art, Baltimore, MD, among others. Jill Adler currently lives and works in Philadelphia, Pennsylvania.

[jilladler.net](http://jilladler.net)



## What current projects are you most excited about?

As the Print Project Manager at the Fabric Workshop & Museum in Philadelphia, PA, I get to work on an exciting range of projects. From screenprinting custom fabric to appear in upcoming exhibitions at the museum, to executing complex commissions for art galleries, I get to utilize my artistic skillset and learn new methods of making on a daily basis. My personal work focuses on reconciling my own memory, something that I once thought was pristine and reliable, with the actual fast-disappearing remnants of the beloved people and places of my childhood. I attempt to reconstruct these familiar things through both trompe l'oeil painting and sculpture, most often made of screenprints on handmade paper.

## What wise words do you have for someone hoping to break into your field?

Keep an open mind and try new things. In a creative environment like a workshop, studio, or museum, everyone's unique talents are valuable in some capacity. The larger your skillset becomes, the more you bring to the table as an individual and a productive member of a team.

## What former positions or experiences helped prepare you for where you are today?

Completing internships during college at a variety of arts organizations and studios really helped me understand how creative environments function at their best. In the summers between semesters in undergrad, I was an intern at a cooking magazine, a non-profit arts education organization, a ceramics studio, and a papermaking studio. Each of these different settings taught me something about how to be an effective member of a team.

## What's a fun fact about yourself?

I have a side business as a custom-order baker! :)





# Jim Barbere

he/him

Jim Barbere is a New England-based professional photographer and the owner of Jim Barbere Photography, where he specializes in corporate events, conferences, headshot experiences, architecture, and select high-end weddings. He's passionate about helping emerging photographers see the full picture of the industry—from prospecting and client communication to pricing, logistics, delivery, and long-term growth. His goal as a mentor is to provide honest insight, practical guidance, and real-world perspective that helps students confidently bridge the gap between school and professional life.

[jimbarberephotography.com](http://jimbarberephotography.com)

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## What does your current artistic process look like?

I currently shoot a mix of weddings, corporate events, real estate/architecture, portraits, and product. I typically will split my time grabbing "safety shots" and then start to see how I can put an artistic slant on the image with the end goal of always "wowing" the client.

## What wise words do you have for someone hoping to break into your field?

Master your craft, but also master communication. Talent will open doors, but reliability, professionalism, and the ability to solve problems will keep them open. Be curious about the business side of photography early. Learn how pricing works, how contracts protect you, and how to build relationships. And most importantly, get out of your comfort zone - that's where growth truly takes place.

## What former positions or experiences helped prepare you for where you are today?

Customer service, food server, sales professional.

## What's a fun fact about yourself?

I once auditioned for a reality TV show.





# Jon Bellini

he/him

Jon is a game developer, technical designer, and musician with over 20 years of experience across programming, game design, music, and interactive media. His work includes developing games and interactive experiences such as the Steam title Million Monster Militia. He later worked with Hipster Whale to port Crossy Road to YouTube Playables, adapting gameplay systems for a new platform. More recently, he has created interactive installations with Winikur Productions for museum exhibits, blending technology, sound, and storytelling to create engaging public experiences.

A Berklee College of Music graduate and former Montserrat instructor, Jon enjoys mentoring students as they transition from school to professional creative work, focusing on work ethic, collaboration, and building connections in the industry.

[jonbellini.com](http://jonbellini.com) [spacecapsulegames.com](http://spacecapsulegames.com)



## What current projects are you most excited about?

Currently I'm in the video games industry. I'm also in the process of making the official soundtrack to the game I am currently working on. Working on games is an amazing and lengthy process that allows me to combine all my skills as an artist, developer and producer.

## What wise words do you have for someone hoping to break into your field?

Make sure in every experience you have with another professional that you give 110% because this industry is all word-of-mouth, so if you do well on a project, you will be referred for more work.

## What former positions or experiences helped prepare you for where you are today?

I worked as a programmer for 8+ years for various corporations. I then went back to school to learn film scoring and I worked for 10 years as a composer working in games, TV, short films and theatrical plays. Then I combined my tech and artist skills to start producing games of my own.

## What's a fun fact about yourself?

When I was 19 I ran a doggie playgroup picking up 25-30 dogs in a van by myself!





# John Sutyak

he/him

John Sutyak has been an executive in the video game industry for over 25 years and has been involved in gaming for over 30. He has designed, sourced and acquired games, licenses, brands and businesses throughout some of the most dynamic periods in the digital game business. John was one of the founding members of Hasbro Interactive (HI), the interactive gaming arm of Hasbro Corporation serving as Chief Creative Officer, establishing vision and new product direction. He forged company-wide acquisitions and managed relationships with major licensors in the entertainment industry as he led the division to more than \$250 million in annual sales. He led HI in the acquisition of Atari and was involved in the purchase of Microprose as well as other publishers, brands and development studios. John has served on the board of the Academy of Interactive Arts and Sciences (AIAS) and collaborated in the creation of the D.I.C.E. Summit, a preeminent gaming conference for executives.

<https://www.linkedin.com/in/john-sutyak-a405963/>



## What current projects are you most excited about?

I am currently working with a few clients that range from a video game developer disrupting how new intellectual properties can be launched (Random games / The Unioverse) to a leading competitive player vs. player game platform (Challengermode). The Unioverse project in particular is super exciting, they are approaching IP development by creating digital assets associated with the property and giving them to developers and other creators free of charge so they can build their own creations.

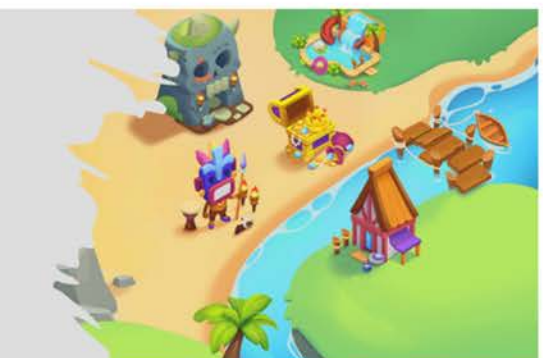


## What wise words do you have for someone hoping to break into your field?

There are many avenues/positions to enter the video game business, and almost all of them require or benefit from a creative education, such as associate producer or tester. I would explain at a hundred foot level how games are developed and highlight these opportunities along with typical positions of artist or designer.

## What former positions or experiences helped prepare you for where you are today?

I have worked in board games, toys and video games, holding positions from senior designer to chief creative officer.



## What's a fun fact about yourself?

I led the acquisition of the Atari brand by Hasbro Interactive. It was an exciting time and a huge lesson in M&A and the complexity of closing a deal involving over a hundred intellectual properties.



# Julia Csekö

she/her

Born in Colorado to Brazilian parents on self-exile during the Brazilian military dictatorship, Csekö grew up in Rio. Csekö has received the ALAANA Creative County Grant, the SMFA Travelling Fellowship, the Collective Futures Grant, a Be The Change Award, local cultural council grants from the towns of Somerville, Randolph, and Newton, a Sculpture Space Residency, the Create the Vote MassCreative Fellowship, and is a current Artist-in-Residence at the Boston Center for the Arts and the City of Salem Public Artist in Residence. As well as public commissions, her work is held in collections such as Tufts Permanent Collection, Emerson College, MAM Rio, Morris and Belkin Gallery, CC São Paulo, and private collections. In 2025 Csekö is invited to return to MassMoCA as an A4A Alumni AiR. She received an MFA from the SMFA at Tufts in 2013.

[juliacseko.com](http://juliacseko.com)

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## What current projects are you most excited about?

I am very excited to immerse myself in my practice during an upcoming 2 month residency at Sculpture Space in upstate NY during the winter. I will be using the residency time to plan an exhibition I am curating as the Somerville Museum Community Curator Grantee. I am also excited to start 2022 as a part of the first cohort of the MassCreative Fellowship, helping shape an arts advocacy program.



## What wise words do you have for someone hoping to break into your field?

Network, and get to know all local and regional arts organizations. Be proactive, yet measured in reaching out to people you admire and would like to work with. The creative industry is a small area, make lots of friends and connections!

## What former positions or experiences helped prepare you for where you are today?

Working at the Educational Department at the MFA Boston and the Peabody Essex Museum. After that working at the New Art Center in Newton, where I met a great friend and mentor, with whom I keep in touch and still work with on independent projects.

## What's a fun fact about yourself?

I love free diving, being able to dive about 10 meters (30ft?) when snorkeling! I also studied dance for most of my life and consider it one of my great passions!





# Kat Shea

she/her

Hi! I'm Kat Shea, an animator in Atlanta, GA! I received my BFA at SCAD in 2008 and currently work on Bob's Burgers for Fox. I have been working in animation as a character designer, illustrator, concept artist, and mainly background designer since 2009. When I'm not drawing, you can find me baking bread, making a new cosplay for a convention, training for a marathon, or playing with my awesome kid, Gwen.

[katmarieshea.com](http://katmarieshea.com)

## What current projects are you most excited about?

I currently work as a background designer for Bob's Burgers.

## What wise words do you have for someone hoping to break into your field?

Be patient! The entertainment industry has gone through a lot in the past couple years, but jobs are coming back. Take on small (but paid!) projects where you can to build up your experience and portfolio. Don't be afraid to network and if someone gives you a recruiter's info, use it!

## What former positions or experiences helped prepare you for where you are today?

I think everyone should work in customer service. I bartended for a couple years after graduating and a small part of me will never forget that absolute yearning for someone to just give me a chance in the industry. I feel like this keeps me humble and I never expect the next big break to come just because I've worked on some bigger titles - I still have to work hard and keep up with the industry.

## What's a fun fact about yourself?

I adore guinea pigs and have two long haired Peruvians name Lilac and Wednesday. They look like little wigs.



SecretIslandExtPathTwdMainDocks



# Kate Orth

she/her

Hi, I'm Kate! I grew up in Indiana (go Hoosiers!). I went to college at Ringling College of Art and Design in Sarasota, FL and majored in Computer Animation. I am now a product designer for Aurora World and have been for about 4 years. I am the lead designer for Palm Pals, which is a big collectible brand that Aurora has! I have been in the toy industry for 8 years now. I have worked at two plush toy companies (Animal Adventure and now Aurora) and my first job out of college was actually doing the animation and art for slot machine games. Even though I got my degree for computer animation, I just fell in love with visual development and ideation, so I used my animation degree to wiggle my way into product design! I now live in Boulder City, NV with my husband, two cats, and a dog! I'm a huge geek for all things toy related, I collect Pusheens and Tsum Tsums. I enjoy hiking, embroidering, painting, and have now started to dabble making my own stickers for my Etsy shop.

[@katerbugs art](#)



## What current projects are you most excited about?

I work to design stuffed animals. I am designing probably between 5-10 new items a week on average. My favorite ones to work on right now are Palm Pals. They are cute 5" plush that are both animals and icons. They are collectible so it has been fun to come up with fresh and new ideas to implement into the assortment.

## What wise words do you have for someone hoping to break into your field?

Don't be afraid to try something new, even if you might be terrible! Whether a new art style or a new medium. It is so important as an artist to let yourself explore without judgement.

## What former positions or experiences helped prepare you for where you are today?

Learning all about animation and movies was definitely helpful for me in creating appealing and cute characters that I now translate into plush!

## What's a fun fact about yourself?

Ratatouille is my favorite movie.





# Kolya Kishinsky

he/they

Kolya Kishinsky is a Providence based stop motion experimental animator and printmaker. He received his BFA from Rhode Island School of Design in 2023 and is currently teaching stop motion animation at Massachusetts College of Art and Design. He also does freelance stop motion fabrication and animation on the east coast recently working with Shape & Shadow and Tiny Inventions. His main focus is creating experimental animated films and he shapes his life to allow himself to do so. His last film, "Red Thumb" has shown at 15+ festivals including Buffalo International, BFI Future Film Fest, and Boston Underground.

His recent work focuses on the contradictions of queerness and exploring bodily experience through the natural world.

[kolyakishianim.cargo.site](http://kolyakishianim.cargo.site)

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## What current projects are you most excited about?

I'm currently starting my new film "Becoming Albatross." It will be a 2D hand drawn animated short film on paper with printmaking techniques. When I'm not teaching I'll be animating!

## What wise words do you have for someone hoping to break into your field?

Reach out, follow and talk to people who you enjoy the work of! Experimental animation is a tiny field and stop motion is even smaller! We are all friendly and love to see new work! Don't be shy! That being said, continue to make your own work and share it online. The more consistent you are the faster your community will find you.



## What former positions or experiences helped prepare you for where you are today?

My senior thesis (animated film). I dedicated all my time to figuring out stop motion fabrication techniques and reanimating each scene multiple times. The time that I sunk into this film paid off the most when getting hired and more importantly giving myself the confidence to make my own work. Learning and practicing how to innovate new ways of working and fabricating has been a skill that carried me forward to today.



## What's a fun fact about yourself?

Currently being sucked into the hobby of birdwatching - Mynah's are my current favorite bird.

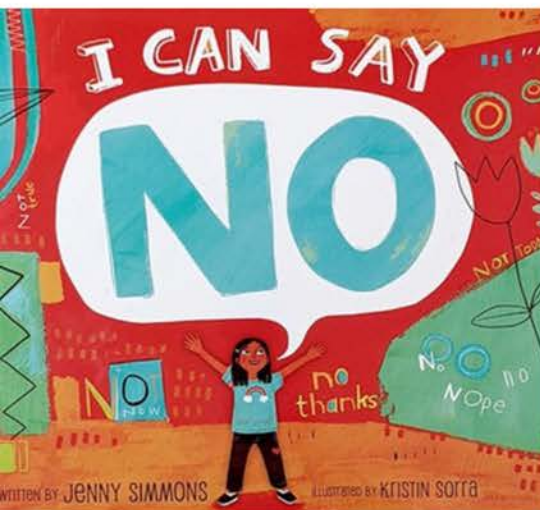


# Kristin Sorra

she/her

Drawing was one of my earliest memories. I always knew I wanted to do something in art so I went to Pratt Institute for fashion design and illustration. Eventually, I dropped fashion and focused on illustration, but my knowledge and aesthetic of the fashion world was not far from reach. After graduating, I co-owned a digital coloring studio that catered to comic book publishers, pitched animation shows for TV, illustrated for magazines, online games, hang tags, books, posters, textiles, and even designed halloween costumes. My work has taken many turns, but the majority of it is rooted in illustrating children's stories.

[kristinsorra.com](http://kristinsorra.com)



## What current projects are you most excited about?

My latest release back in August 2022, "Barack Obama: A Little Golden Book Biography" was really exciting, but I have to say the book I'm currently working on, written by Jacqueline Chio-Lauri which ties into my own Filipino heritage, is giving me a lot to be excited about. The story is a biography about a poor Chinese immigrant who started a renowned restaurant in the Philippines, which also happens to be my parents' favorite place to eat before immigrating to the US. It is also the most exciting book I've worked on according to my mom!

## What wise words do you have for someone hoping to break into your field?

Hone your craft by drawing and creating daily and making mistakes through trial and error as often as possible. The doing will establish what you're good at. If you're asked to do a project outside your comfort zone, don't be afraid to take a chance and say yes, as scary as it might be. Sometimes that pressure will be just what you need to get to the next level. Finally, illustration, more likely than not, requires you to be self-employed. Learn how to be in business for yourself, in keeping books, in marketing. Seek out business classes if possible or learn through someone in a similar business.

## What former positions or experiences helped prepare you for where you are today?

Not a year out of college, while I worked on a children's book portfolio, I started a digital coloring studio for comic books when the technique was still very new. I learned to work for myself and lead a team of artists, so it was a fast introduction to business and the digital process. Years later, working for a larger corporation as a surface and product designer, allowed me to play with various styles and discover a viable method for illustrating digitally. With both experiences, I honed both craft and business sense.

## What's a fun fact about yourself?

Tried my hand in acting years ago, and mainly got parts as an "extra"!





she/her



# Kristina Carroll

Kristina Carroll is an award winning illustrator and fine artist. She specializes in art with a Fantastic, Surrealist and Symbolist aesthetic with a focus in Figurative work. While she loves many medias, oil and charcoal are her preferred weapons of choice and she strives to master both the art of color and black and white imagery. Kristina has discovered a second love in education and has taught a variety of art and illustration courses at several universities. In addition to teaching traditional classes, she works with Strathmore Artist Papers and Gamblin Oil Paints running workshops in colleges all around the New England area. Kristina is also the force behind the popular Month of Love and Month of Fear art challenges that are now entering their fifth successful years. These challenges attract some of the top artists in the industry and allow them to push their art to new heights with inspiring themes and community support. Kristina's clients include: Wizards of the Coast, Omni Magazine, Alderac Entertainment Group, The Shelburne Museum, IDW, Realms of Fantasy, Fantasy Flight Games, Catalyst Game Labs, Michael Publishing

[kristinacarrollart.com](http://kristinacarrollart.com)

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## **What current projects are you most excited about?**

My work is rooted in Fantasy and games primarily. I love working on collaborative large world projects like Magic the Gathering, Call of Cthulhu and designing book covers for epic fantasy novels.

## **What wise words do you have for someone hoping to break into your field?**

Patience, patience, patience. This is a marathon, not a sprint. You must find joy in the process and put in the hours to develop a good craft first and foremost. Then figure out how to meet others in the community. Networking is more likely to help get your foot in the door than a good portfolio alone.

## **What former positions or experiences helped prepare you for where you are today?**

Studio assistant to a top illustrator for 5 years. Volunteer at a comic museum. 9 years of teaching.

## **What's a fun fact about yourself?**

I was a musical theater person first. I can still do a passable time step.



# Lauren Georgiades



As a proud Montserrat College of Art alumna with a BFA in Graphic Design, I have dedicated my career to transforming and elevating brands. At GL Design, I work closely with small businesses and local organizations such as Cape Ann Transportation Authority, Hammond Castle Museum, and many others helping them develop distinctive and compelling brand identities.

My expertise spans logo design, print collateral, and digital presence including Wix websites and social media content creation, ensuring each brand presents a cohesive and professional image.

In addition to my professional endeavors, I actively contribute to my community as a board member of the Cape Ann Community Foundation, the Greater Cape Ann Chamber of Commerce, and am member of the Cape Ann Business Alliance.

I'm passionate about mentoring and sharing my experience with the next generation of designers. I look forward to guiding you through your creative journey and helping you shape your future in the graphic design industry.

[gldesignco.com](http://gldesignco.com), [@gldesignco](https://www.instagram.com/gldesignco)



## What current projects are you most excited about?

I just wrapped up a 36-page seasonal event guide for Hammond Castle Museum. It's the first program guide they have ever done and it was fun to be a part of the concepting process and helping the team to decide the messaging and purpose of the booklet aside from just the programming. Next up I recently got a call from a small non-profit in Beverly who is looking to do their first annual report. Annual reports are one of my favorite projects to produce, so it will be fun to help them navigate that process to a beautiful end product!

## What wise words do you have for someone hoping to break into your field?

You've got to stand out and prove not only through your work but your personal branding and aesthetic that you're talented and dedicated. Self branding is essential.

## What former positions or experiences helped prepare you for where you are today?

Tracpoint in Beverly, I was the Jr. Designer but I wore almost every hat in the "Marketing Department" I learned to write copy, craft email campaigns, build WYSIWYG apps, sell sheets, and work with customers directly on artwork calls. Each position I've held has contributed to my versatile skill sets in design and business.

## What's a fun fact about yourself?

When I'm not designing, I'm hiking/backpacking and leading a local chapter of a women's hiking group!



# Lisa Hersey



Lisa Hersey of Antler Editions has been binding for ten years. Hersey took her first bookbinding class at Montserrat College of Art, and fell in love. She graduated in 2012 with an award for excellence in her concentration. Since graduation she has worked with many of the well known binders in the Valley, who have all helped her hone in her own binding skills. Her studio is located on the fifth floor in Cottage Street Studios in downtown Easthampton, MA. She works with many local artists to create one of kind and small edition works. What Hersey loves best about bookbinding is the ability to share the artwork in a handheld form, the tactile feel of the pages and the material choices.

[antlereditions.com](http://antlereditions.com)



## What current projects are you most excited about?

Currently I'm getting ready to start an edition of 55 boxes that house a 6"x16" book. I started by making some sketches and showing them to the artist of the book. We went ahead with one design and I began the prototype. After the first version there were some minor tweaks to make in design and size. After making one more prototype I began cutting all of the pieces. I love edition work as I can really zone in on one skill, and come up with better more efficient ways of executing the step. It's also so satisfying to see a stack of work especially when it's finished.

## What wise words do you have for someone hoping to break into your field?

Don't give up, and plan to work all of the time.

## What former positions or experiences helped prepare you for where you are today?

I think all of my work from being a barista to editing school photos has given me some type of preparation for where I am today.





they/them  
she/her



# Liz Keene

Liz Keene is a passionate animator and storyteller with over 13 years of animation industry experience within TV, feature, ad, music videos and indie projects. After graduating from a small college in Boston she went on to intern at Fablevision and Titmouse Studios. From there she has held multiple positions across the animation spectrum from color-and-clean-up, prop design, character design, storyboarding, animating, directing and post-production. After freelancing for many years she fell in love with teaching and has taught at MassArt, UMass Dartmouth, Montserrat and UArts.

[lizkeene.carbonmade.com/](http://lizkeene.carbonmade.com/)



### What current projects are you most excited about?

I'm currently really excited about creating a few mini-animation snippets for myself. After many many freelance jobs I can't wait to reconnect to my own artwork and create for myself.

### What wise words do you have for someone hoping to break into your field?

Don't wait for someone to give you opportunities- give yourself those opportunities! Create the art you want to be hired to create.

### What former positions or experiences helped prepare you for where you are today?

Directing an Adult Swim short

### What's a fun fact about yourself?

I collect frog themed objects :o)





ALUM

he/him

# Logan Faerber

I'm an illustrator and designer who now divides time between a full-time UX/UI job, freelance illustration jobs, and fun personal work. I've worked for a lot of different companies and for a variety of clients and have lived all over the United States. I'm now settled in Seattle, WA, and work remotely for a company in NYC. I graduated from Montserrat in 2010 with a focus on illustration and a minor in graphic design.

[loganfaerber.dunked.com](http://loganfaerber.dunked.com)



## What current projects are you most excited about?

I've really been enjoying my personal watercolor pieces that I've done in my sketchbook. They have let me try new techniques and make fun creatures up for myself.

## What wise words do you have for someone hoping to break into your field?

Networking is everything. All of the jobs I've gotten since graduation have been thanks to building relationships with people.

## What former positions or experiences helped prepare you for where you are today?

Lots of freelance work and projects working at various agencies. This gave me a lot of experience with a multitude of clients and project types.

## What's a fun fact about yourself?

I love staying active outside of making art, so I snowboard, climb, and bike whenever I get the chance.





ALUM

she/her

# Lydia Peabody

Lydia Peabody is a specialist in modern and contemporary art. At the Peabody Essex Museum, she is the coordinating curator for the nationally touring and critically acclaimed exhibition Jacob Lawrence: The American Struggle (2020-2021) and Hans Hofmann: The Nature of Abstraction (2019). Peabody is curator of Vanessa Platacis: Taking Place (2019-ongoing), a long term site-specific painting installation. Her book publication projects include Jacob Lawrence: The American Struggle (Peabody Essex Museum / University of Washington Press, 2019) and Inappropriate Bodies: Art Design, and Maternity (Demeter Press, 2019). Peabody's writing can be seen in Hyperallergic, ARTnews, and Boston Art Review.

[@lydslovesart](https://www.instagram.com/lydslovesart)



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## What current projects are you most excited about?

I generate modern and contemporary art exhibitions, publications, and acquisitions for PEM. My work includes research and writing, producing intellectual content, connecting with artists, galleries, museums, and collectors. I'm most excited about diversifying museum holdings of work by women artists, artists of color, and emerging artists.

## What wise words do you have for someone hoping to break into your field?

Network!

## What former positions or experiences helped prepare you for where you are today?

Interned at Montserrat galleries. :)

## What's a fun fact about yourself?

I'm exceptionally talented at foosball.



# Madison Safer

Madison Safer is an illustrator who is happiest in a forest full of mushrooms. Her work is often centered around themes of nostalgia, home, and the quiet woods. When she is not napping or drawing, Madison is best found drinking tea, practicing her challah braid, or stealing flowers.

Clients include Abrams, Barefoot Books, Storey, Ayin Press, Taproot, Hudson Valley Seed Company, Papyrus and so many more.

[madisonsafer.com](http://madisonsafer.com), [@madisonsafer](https://www.instagram.com/madisonsafer)



## What current projects are you most excited about?

I am working on three books right now! Two books about Chanukah and my authored illustrated book about Garlic.

## What wise words do you have for someone hoping to break into your field?

Illustration can be a tough industry and it can be hard to set yourself apart. Finding ways it incorporate your loves outside of art into your work to really find your niche. It's okay to not always be making, but try to not stop moving your body and your mind when you're in a place to be creative. Often the intersection of our two loves is where we make our best, most standout work.

## What former positions or experiences helped prepare you for where you are today?

I've been working in my field for 10 years now and am working on book number 8. I also have been working in surface design and editorial as well. My work has ranged from dog toys to seed packets and everything in between!

## What's a fun fact about yourself?

I speak Yiddish! Sholem Aleichem Naye Chaverim!



# Marie Ouellette



Marie Ouellette planned on looking into teaching art upon graduation from Montserrat. However, at that time; schools were cutting art, music, and PE from their curriculum due to statewide budget cuts, so she began working as a paraprofessional at a school for students with special needs. She loved working with the students and pursued a master's degree in special education. She taught in private special education schools for 4 years; then a public middle school for 18 years. She always integrated art into the general curriculum and found it to be a great motivator for struggling learners. She finally chose to pursue her dream of teaching art in 2020 and began teaching visual art to students in grades preK-6 at a small public elementary school. She was invited to teach STEAM at the same school in 2022 and continues to develop the curriculum. "I love it, every day is a blast!"



## What current projects are you most excited about?

My current work is building my visual art and STEAM curriculum for grades preK-6. I am fascinated with different ways of learning, how the brain works, and ways I can present materials and activities to foster students' independent exploration and problem-solving through creativity. I am always looking for ways I can support the general curriculum by creating fun integrated activities where students can generalize skills they are learning in their classrooms in novel ways. I also strive to build my students' confidence by encouraging them to initiate problem-solving; use the engineering and design process, and become more willing to take risks, learn from "mistakes" and make improvements. The pride on the students' faces, when they accomplish a creative task that they were not certain they could complete, is the joy of my day.

## What wise words do you have for someone hoping to break into your field?

Teaching is hard work and burnout is real; it is so important for teachers to understand how to balance the workload and self-care to prevent burnout and to be effective in the classroom. New teachers need to be aware of the diversity of students that will be in their classroom and have a grasp on the differentiation and classroom management required to effectively teach a diverse student body across multiple grade levels. Clear and consistent rules and routines need to be established to ensure maximum student engagement and safety in the art room. It truly is a joyful position, but takes organization, time management, and an understanding of the stages of child development to design and implement an engaging curriculum.



## What former positions or experiences helped prepare you for where you are today?

I was a special education teacher before teaching visual art and STEAM. This has been a huge help in my success in my current position. I have always integrated art into my teaching.

## What's a fun fact about yourself?

I play drum kit with local bands.



# Mariya Prytula

she/her

Mariya (pronounced Maria) was born by the Black Sea in Odessa, Ukraine and spent her childhood immersed in traditional folklore, encyclopedias and Soviet sci-fi. She is known for her award-winning depictions of animals, nature, and warm children's illustrations. Her art goal is to give the viewer a hug. Self-taught in art from an early age, Mariya completed a BS degree in Biology Pre-Medicine at Baylor University, and upon graduating worked in medical device consulting, before diving headfirst into illustration. Mariya is passionate about wildlife conservation and works as the Community Outreach and Volunteer Coordinator for Austin Wildlife Rescue.

[Mvprytula.com](http://Mvprytula.com)



## What current projects are you most excited about?

An activity book for Austin Wildlife Rescue releasing this Dec! Using my illustration and scientific background to create learning activities for kids that don't just cover basic information about the animal world, but about how a wildlife rescue functions.

In 2022 I've illustrated 9 middle-grade covers, so it's always exciting to get to hold one of these books.

## What wise words do you have for someone hoping to break into your field?

Have a vision of which projects excite you, and where you ultimately want to end up. Use reference, even if you're stylizing. Clients hire you for your worst pieces. Never work without a contract, take a deposit, and include a kill fee. Charge for what you're worth and your living expenses, sure you might be out of range for most, but clients who respect your work will stick around, and you will enjoy working with them more.

## What former positions or experiences helped prepare you for where you are today?

One of my first jobs out of college was processing contracts and addendums, working with VPs of companies like J&J and Novartis, and working with clients across different timezones - you couldn't pay to be taught this stuff at school. Most artists do not like contract negotiation, but I love it.

## What's a fun fact about yourself?

I have sketched underwater and in the snow on top of a mountain.



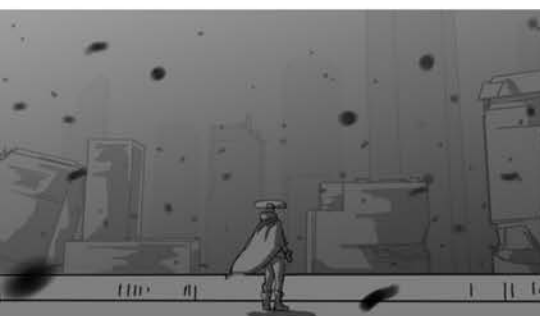
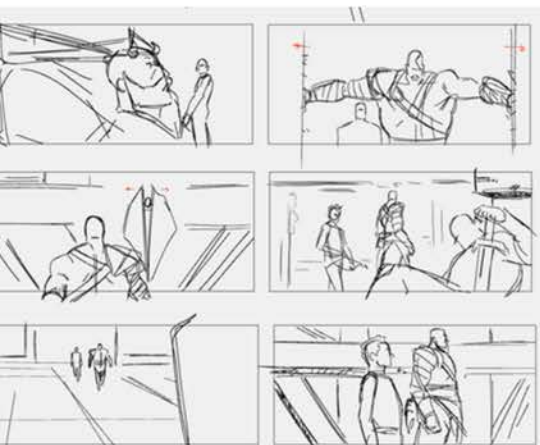


# Marvin Britt

he/him

I'm a storyboard artist based in LA. I always had a passion for all things comics and cartoons but had no idea how to turn my interests into a career. During my last year of college, I was introduced to Storyboarding as a profession from an industry vet. After graduating from Georgia State University, I dedicated my time and attention to pursuing a career in animation. I spent months learning storyboarding fundamentals and contacting industry professionals for advice. Through good timing and luck, an artist passed my name to his friend that was directing a project for Powerhouse Animation Studios. That helping hand landed me, my first job as a professional storyboard artist. Since then, I've been fortunate enough to work for the last 4 years on several projects such as Blood of Zeus, Star Trek: Lower Decks, Legend of Vox Machina, The Boys: Diabolical, Pantheon, and currently on X-Men '97.

[@marv b britt](#)



## What current projects are you most excited about?

I study film and cinematography to strengthen my skills as a storyteller so I can find the best way to bring a script to life. I'm most excited about X-Men '97 because I'm a huge comic nerd.

## What wise words do you have for someone hoping to break into your field?

Stay hungry about your passion and don't miss out on opportunities because you're afraid of failure.

## What former positions or experiences helped prepare you for where you are today?

Storyboarding was my first real job and it's such a unique role that nothing prior has directly prepared me for it.

## What's a fun fact about yourself?

I used to work at an American Ninja Warrior gym.





# Matt Boehm

he/him

Matt Boehm is an animator with over 15 years of experience in the video game industry. He has been part of teams at Irrational Games, Ubisoft, and Blizzard Entertainment on projects such as BioShock Infinite, Overwatch, and Watch Dogs: Legion. He has been a speaker at game and animation events including the Game Developers Conference, Animex at Teesside University, and Montserrat's own iCON arts festival. For the past five years, his focus has been on prototyping new projects and building diverse and inclusive teams. As principal animator he helps define the feel and visual identity of game-play animation, establishes processes and pipelines within Maya, Unreal, and proprietary game engines, and guides and mentors new animators through these workflows. He is currently the Studio Animation Director at Zunzún Studios.

[vimeo.com/889971955](https://vimeo.com/889971955)



## What current projects are you most excited about?

My newest team is building a brand new game while also enabling me to train into an associate director role.

## What wise words do you have for someone hoping to break into your field?

Keep animating, honing your craft, and engaging with other artists in your community. Just don't forget to live your life too.

## What former positions or experiences helped prepare you for where you are today?

For awhile after joining the Overwatch team, I was the only mid-level animator on the project. The desire to keep up with the other animators, along with their willingness to help guide me, really pushed my skills above what I thought I was capable of.

## What's a fun fact about yourself?

My animation was featured in an answer on Jeopardy! Nobody got the question right.





# McKinley Wallace

he/him

McKinley Wallace III, a mixed-media painter and art educator, received his Master of Arts in Teaching and Bachelor of Fine Arts degrees from Maryland Institute College of Art (MICA). His studio work has been shown in solo exhibitions at 3S Artspace, MICA, York College, Waller Gallery, and Creative Alliance, as well as group shows at Goucher College, African American Museum of Dallas, African American Museum of Dallas, Band of Vices, Carroll Mansion, Washington Project for the Arts, Arlington Art Center, Main Line Art Center, Towson University, and Terrault Gallery. In recognition of his craft, he has received many awards, including a Maryland State Arts Council's Individual Artist Award, Bethesda Painting (Young Artist) Award, and the Baker Artist Award.

[www.mckinleywallaceiii.com](http://www.mckinleywallaceiii.com)



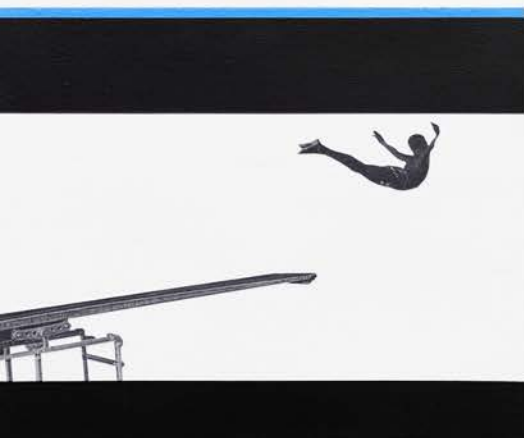
## What current projects are you most excited about?

I paint, draw, and collage to tell stories of power manifested in resilient peoples, determined to resist erasure and break free of master narratives. My work embodies a unique strength expounded by the oppressed. I explore race, history, and intersectionality. My ideas are often expressed in a graphic style that incorporates realism, minimalism, and hard-edge painting. My mixed media works show individuals in and out of site-specific or abstracted black and white spaces, framed by or shaped like rectangles and squares, a metaphor for segregation, defiance, and freedom. The black space represents Black power, and the white space represents white supremacy. Currently, the blue can represent three things: the omnipresent police state, the sky, which represents unity and the creation of just futures, and water, which I use to convey rebirth. I am currently working on a series called "For Us," that celebrate the everyday of Black people. Centering Black Joy over Black struggle.



## What wise words do you have for someone hoping to break into your field?

Breaking into my field, whether as a practicing artist or teacher, requires consistency, patience, and a willingness to welcome and embrace failure. - The role of a practicing artist and teacher is to be comfortable with expressing your ideas often to improve your ability to communicate your thoughts even if your ideas are not yet refined. - Being an artist is not a race, even though it often feels like one. As you make this journey, it is essential to seek personal fulfillment more often than external ones, usually short-lived. - Success isn't static. - Find a support system, a community, that will allow you to exercise and express your strengths and weaknesses openly without judgment.



## What's a fun fact about yourself?

I did a mural for Nike and worked for Johns Hopkins University as a standardized patient for three years.



# Meclina Gomes

she/her

Meclina Gomes Priestley is a painter, calligrapher and micrographer. As an artist it is her intent to use her creativity as a healing modality and a vehicle to engage meaningful conversation. Meclina's portraits are large in scale and subject matter. Often towering over six feet tall, they tell personal stories both in images and the words that skillfully create them. Her landscapes emote the warm embrace of encouragement and words provide a reminder of reflection and self-love.

Most recently, her work with bespoke gowns showcase words woven for social empowerment and self-acceptance.

Meclina's work is in private collections, highly visible commercial properties, and a favorite of some of entertainment's most highly respected set designers.

She has served on countless advisory boards most recently for diversity and inclusion at the Tampa Museum of Art and James Weldon Johnson Foundation. In 2020 Meclina co-founded the Community Art Collaborative which creates opportunities to connect and empower communities through the creation of public and community art programming.

[meclinaart.com](http://meclinaart.com)

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## What current projects are you most excited about?

I'm excited about expanding my artwork for an upcoming exhibition in Boston.

## What wise words do you have for someone hoping to break into your field?

The Art world is a vibrant landscape with many avenues for a sustainable career. The most important tools one can have is; consistency, integrity and perseverance. Look for mentors and don't be afraid to take field trips to learn more about the type of art you want to create.



## What former positions or experiences helped prepare you for where you are today?

I have worked in the arts for over twenty years. In education, I was able to hone in on curriculum development. Working in galleries, allowed me to be hands on with curation and the intricacies of art installation. Lastly, having a degree in Architectural drafting gives me an edge when working with Hotels and commercial spaces to understand the scope of a project and how to be efficient.

## What's a fun fact about yourself?

A fun fact about me, I grew up playing the Saxophone and acting in theatre. It is always a dream of mine to get back to the stage one day!



# Michaela Wadzinski *she/her*

Michaela Wadzinski is a story artist, writer, and director from Sioux City, Iowa who now resides in LA. She love to tell character-driven stories with a lot of heart and a healthy dose of comedy! Michaela has worked in animation for the last several years on shows like 'The Great North', 'Bless the Harts', and 'Bob's Burgers'. In her free time she produces her own work. The short films she's directed, both animated and live action, have played in over 80 festivals world wide and won over 20 'best of' awards. Including the 'Ron Clements Award for Excellence in Animation'. Her feature scripts have been recognized by The Austin Film Festival and Stowe Story Labs.

[mwadz.com](http://mwadz.com)



## What current projects are you most excited about?

I'm currently in pre-production for my first feature "Creatures of the House"! It's live action with a touch of animation and a whole lot of puppets. It's a really crazy wacky ride that I'm looking forward to bringing to life!

## What wise words do you have for someone hoping to break into your field?

Never stop learning. Once you graduate that doesn't mean the learning stops. People with a genuine curiosity to keep learning and pushing themselves as an artist will always find new adventures wherever life takes them.

## What former positions or experiences helped prepare you for where you are today?

I started as an intern, then a production assistant, and slowly worked my way up to a storyboard artist role. Every position I've taken on has helped me become a better collaborator, artist, and person. No matter the position there's always something new to learn.

## What's a fun fact about yourself?

I am obsessed with escape rooms and theme parks. Give me a themed experience and I'm there!





# Morgan Mudway

I've been drawing since I was old enough to hold a pencil, and graduated from Montserrat in 2014 with an animation & interactive design degree. I have some experience working in the animation industry and product design. Right now, I'm a stay-at-home mom but spend most of my free time working on my children's picture book pitch/portfolio and vtuber character design/modeling. My favorite subject matter is dragons and other animals of all shapes and sizes.

[morganmudway.com](http://morganmudway.com)

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## What current projects are you most excited about?

I am currently focused on my career as an illustrator, with intentions of publishing picture books and graphic novels. The best advice I have for anyone looking to enter this field is to never stop looking and trying to break in. It's a slow moving industry. I've never been published but I know a lot about how it works! Learning to navigate social media is a big thing I've had to do to understand it all.

## What wise words do you have for someone hoping to break into your field?

I do almost everything for my career online, so understanding how to find information and connect with others virtually is an important skill to develop. After that? You must create. If you are not actively developing your work, you may find it difficult to find work. But there's no shame in working an job unrelated to art to pay the bills. It's actually a huge accomplishment to be able to support yourself with your art!

## What former positions or experiences helped prepare you for where you are today?

Attending Montserrat gave me invaluable insight and connections I never would have made otherwise. I learned a lot about what it means to have self confidence, and continued to grow even after graduating.



## What's a fun fact about yourself?

I have one thumb that's shorter than the other!



# Nicole Miller

she/her

Nicole has her BFA in art education with a concentration in illustration and design from LIU as well as her MFA from SUNY New Paltz in Ceramic Sculpture where she focused on community building with in the arts which is a near and dear subject to her heart. Nicole is the department head for Fine & Performing Arts at Salem High and teaches Ceramic Sculpture as well as Drawing & Painting. Nicole has also taught in 5 colleges including Creative Practice, Painting, Drawing & more at Manchester Community College. She is currently teaching at North Shore Community College. Nicole has had further leadership experience as co-founder of a mental health wellness center in the Berkshires of MA. There she helped develop all programming, workshops, marketing as well as was the touch point for all client services. Outside of the college Nicole loves to spend time with family, enjoys sports, and nature!

[nicolelouismiller-mfa.squarespace.com](http://nicolelouismiller-mfa.squarespace.com)

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## What current projects are you most excited about?

I'm playing with watercolor on bisque Community pieces. I enjoy this surface and the idea of the clay drinking in the color... outside of clay I'm exploring hand made paper pulp sheets sewn together to make abstracted landscapes.

## What wise words do you have for someone hoping to break into your field?

Your "rolodex" is key. Who you know and who your connected with opens many doors so getting not only getting your work seen but most importantly at this stage getting yourself known. Volunteering, interning and being willing to be an assistant helps you brake into environments that can at first be closed. Understanding how to use social media as a tool to help build you as an artist. Work ethic and your drive is something to always be building. Recommendations of amazing books about mindset, entrepreneurship, and the arts to help keep an healthy flow of info and dialog about ourself as well as the work as an artist....

## What former positions or experiences helped prepare you for where you are today?

I believe that every opportunity has something to learn from that you will take with you on your life journey. In my younger years I worked along side some artists as studio assistant as well as at the well know Blue sky studio and at a tile ceramic studio which all helped me gain insight to real studio practices and day to day functioning of the working studio environment.

## What's a fun fact about yourself?

I played boys ice hockey growing up, and taught art at the school for the deaf.





ALUM

she/her

# Olivia Boi



Olivia Boi is the owner and creator of Strong Moon Metals. A few years after graduating with her Bachelor of Fine Arts, she took an introduction to smithing class at Metalwerx in Waltham, MA and the rest was history. She started Strong Moon Metals December 2018 and hasn't looked back ever since. Olivia creates jewelry at her home and metals studio in Maine. Sterling silver, brass, and beautifully cut stones are the bread and butter to her practice. You can find more of her work on her website, or in person at local shows around the Portland area.



[strongmoonmetals.com](http://strongmoonmetals.com)

## What current projects are you most excited about?

I am currently working on zodiac collections based on the signs birthstones. This month is Leo- stones are carnelian, tigers eye, petrified wood and turquoise. I am mixing metals, sterling silver and brass to show off the warm hues in the stones. I challenge myself by keeping up with the zodiac signs which change monthly, to honor each sign and what they embody, working with stones that represent each sign. I have been doing this for almost a year now and have found my sales have doubled since. Everyone has a birthday to celebrate through out the year. Why not base your business and marketing on celebrating your customers and allowing them feel connected to your brand naturally. And in this last year I have been working as a metalsmithing instructor at Artascope, a non profit adult education arts center in Yarmouth, ME. I teach a 6 week intermediate class as well as a few day classes. In my own studio, I have been working on lots of rings, restocking items for local shops I sell in. Also restocking new jewelry for upcoming spring shows and events. I have been loving working with the lost wax casting method, carving jewelry in wax and casting it in metal like sterling silver, brass, bronze or gold.



## What wise words do you have for someone hoping to break into your field?

Have patience, be motivated, use all your spare time learning the trade, go to shows and meet other jewelry makers, make a social media account and connect with other creatives and makers. Never give up! I have been doing this for 5 1/2 years now and I am still messing up and learning every day. Metalsmithing is a never ending education, you can never know it all. There are so many ways of doing things and there is something to learn from every mistake. You learn by DOING. You learn by messing up. Do not be afraid of your failures as most of the time they teach you a lesson.



## What former positions or experiences helped prepare you for where you are today?

I took an intro to silversmithing course at Metalwerx in Waltham and learned lots of introduction methods to get started in this field. I am otherwise self taught in terms of fabrication and building in metals. Lots of folks are self taught. I like to tell people that silversmithing is similar to math. Once you understand the foundation, it really is just a bunch of steps to follow.



## What's a fun fact about yourself?

I love to sing and play guitar, I hope to play in a band in the near future.



# Patricia Scialo

she/her

Patricia Scialo specializes in the handmade print, using her fine art photography as a method to explore historic and alternative processes. She has exhibited her work at numerous art centers on the east coast and internationally. Patricia has been awarded state fellowship grants and several Best of Show Awards. She is the 2020 winner of the Julia Margaret Cameron Gala Awards, Barcelona, in Alternative Processes.

[patriciascialo.com](http://patriciascialo.com)



## What current projects are you most excited about?

I prefer to take a mixed media approach to photography. My current work includes hand applied light sensitive chemistry, fine art papers, hand tinting and layers of encaustic wax. As for subject, my recent work combines the portrait with still life, creating a sculptural landscape with their interaction.

## What wise words do you have for someone hoping to break into your field?

I would advise the students to concentrate on one aspect of their field that really excites them and seek hands-on training.

## What former positions or experiences helped prepare you for where you are today?

I did several apprenticeships assisting professional photographers in a variety of techniques. I also trained as an artist in residence through state art councils, NY, NJ & PA, creating lesson plans in photography for public and private schools.

## What's a fun fact about yourself?

I'm a nature lover that enjoys hiking, kayaking and walks on the beach.





# Rachel Gitlevich

she/her

Rachel is a freelance animation director living abroad in Paris. She has over 15 years of professional experience in the TV Animation industry working for shows like Kiff on Disney, Inside Job for Netflix, MaoMao for Cartoon Network, and many, many others. In addition to directing she has experience in character animation, character design, prop design, and production management. She is currently directing on an independent feature film while developing a few shorts of her own.

[rgitlevi.myportfolio.com/](http://rgitlevi.myportfolio.com/)



## What current projects are you most excited about?

I have a lot of irons in the fire! Right now I'm directing 25 minutes of animation for the first feature documentary on UPA. I'm also directing and mentoring a talented young crew of artists on the recently announced indie show Skobeloff Forest, and continue to work on Motorcycle Boyfriend.

## What wise words do you have for someone hoping to break into your field?

Be patient with yourself! I know your parents (and you) expect that you should be an instant success, but that's just not going to happen. The 'need a job to get experience to get a job' cycle is rough! But did you know that if you work on personal projects in the meantime with quantifiable results you can still put that on your resume? Showing that you can upload a page to your webcomic once a week is almost just as valuable to producers as showing you can make quota for their projects. Developing a personal project will give you a lot of stuff for a visual development page on your website!

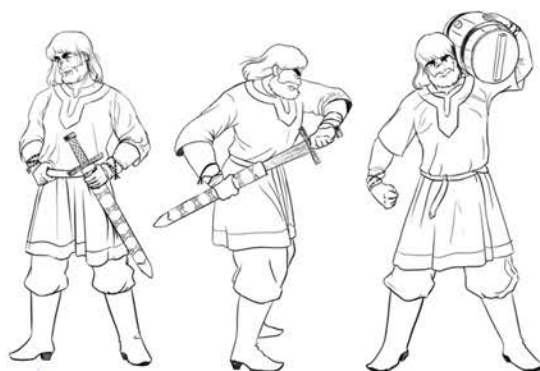


## What former positions or experiences helped prepare you for where you are today?

Thinking back to when I was a student, I think doing internships and making connections with alumni was the most important in helping me break in. Being able to crash on friend's couches in other cities was also very valuable. Supporting people is important. Trusting someone to support you, too, is also very important.

## What's a fun fact about yourself?

I'll give you three! I'm fluent in Russian, I used to be a blacksmith for two years, and I met with Joe Biden at the White House!





# Rachel Perciphone

she/her

Rachel Perciphone creates vibrant fantasy art inspired by books, mythology, fairy-tales, and nature, that explores the magic rooted in each of us. Her work serves as a bridge connecting the natural and spiritual worlds, celebrating powerful feminine energy, and uplifting stories of resilience through magical, mythical, and empowering storytelling. The foundation of her work begins with a detailed pencil drawing and she uses a mix of digital and traditional media to paint the finished piece. Rachel uses symbolism, shape, and supernatural elements to explore narratives and emotions. Through these diverse and enchanting subjects, her work showcases the idea that our inner strength is both multifaceted and beautiful.

[rachelperciphone.com](http://rachelperciphone.com)



## What current projects are you most excited about?

I am excited about the personal work I paint in my studio, building my creative business, and illustrating book covers and fantasy-forward art for clients. Some of my favorite recent projects include a cover for IDW's Star Wars Voyager: Homecoming, posters for the Philadelphia Eagles, a movie poster for the film Metropolis, and being on the main roster for the online gallery Every Day Original.



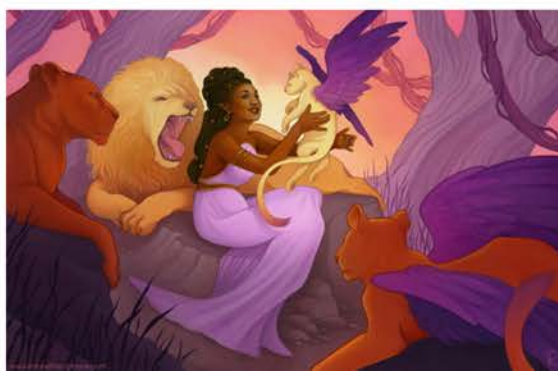
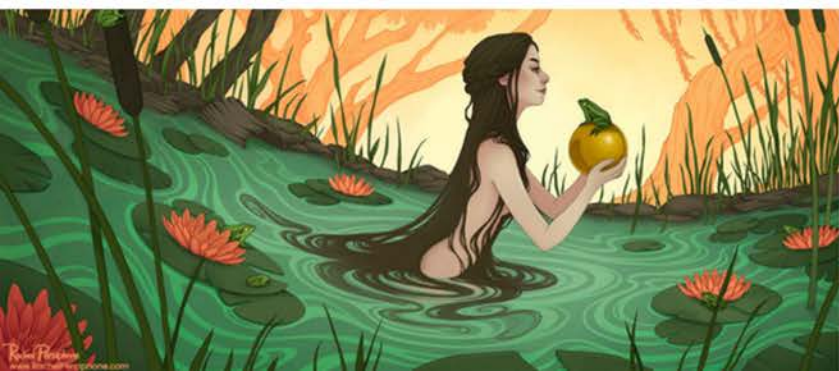
## What wise words do you have for someone hoping to break into your field?

Find ways to immerse yourself in the artistic community you want to be a part of, whether that is in online spaces or in-person events (such as gallery openings, comic conventions, workshops, local life-drawing sessions, etc). Networking is not so much about what others can do for you and more about building genuine relationships. Be supportive of your peers! :)

Look at what other artists in your field of interest are doing and pay attention to who is hiring them. Keep a list of clients you want to work for and reach out to them when you feel you have a few good quality pieces that fit the kind of art they need (and reach out again in the future when you've leveled up to remind them that you exist and that you're improving!)

## What's a fun fact about yourself?

I was once bitten by an ostrich!





# Reiko Murakami

she/her

Reiko Murakami is a U.S. based illustrator specializing in surreal fantasy and horror art. With her subtle yet expressive gesture drawings she focuses on capturing moments filled with unspeakable emotions. Her illustrations have appeared on many projects such as Tor.com, Magic: the Gathering, Nightmare Country (DC Black Label), and Dune: House Harkonnen (Boom! Studios). Her work has been exhibited at Nucleus Portland, Helikon Gallery, WOW x WOW and published in art annuals Spectrum, Infected by Art, Exposé, and many others.

[reikomurakami.com](http://reikomurakami.com)



## What current projects are you most excited about?

I am a freelance illustrator working with publishers to make book covers, comic covers and TCG illustrations. I also work at local video game dev part time as a concept artist. In addition to that, I work with fine art galleries to exhibit my work. I like doing all these works, but I would say gallery work is the most fun since it allows me to have total freedom in creativity.

## What wise words do you have for someone hoping to break into your field?

If you have anxiety about not making progress in your career goals, think rather in ten year brackets. Keep doing what you are interested in the most for ten years and I can guarantee you you will have a career after a while. Endurance and focus are the key.

## What former positions or experiences helped prepare you for where you are today?

Being a generalist in video game dev helped me being good at multi tasking as a freelancer. Mentorships with professional illustrators really made difference in my method in working.

## What's a fun fact about yourself?

I watch anime, game playthrough videos, and cake decoration videos in my spare time.





# Rebecca Snowden

they/them

Rebecca is a storyboard artist and 2D animator currently based in Los Angeles after growing up in Nebraska. They enjoy building all sorts of stories, from the goofiest to the most heartfelt, and especially enjoy the creative challenge of musicals and adventures. Previously, they've worked for Oddbot as a storyboard artist on Kindergarten: the Musical and on a number of projects for Dropout TV, mostly involving Game Changer and Dimension 20. When not working, you can find them playing tabletop games, sword fighting in the mountains, or learning the mandolin.

[rebeccasnowden.com](http://rebeccasnowden.com)



## What current projects are you most excited about?

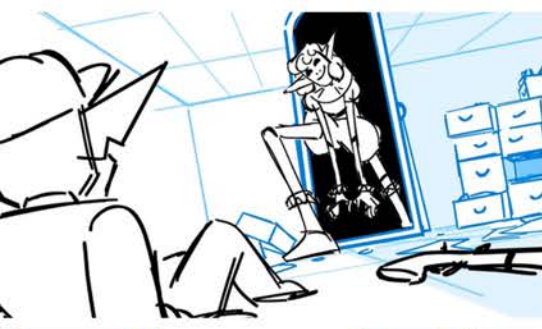
I'm currently working on a music video that's been stuck in my head for ages. It's been really fun to storyboard an earworm that I genuinely love, and I'm hoping to move to animation soon!

## What wise words do you have for someone hoping to break into your field?

Remember that animation is a small, communal, highly collaborative industry- while you should do your best to work hard, try not to treat everyone around you as the competition you have to beat for a next job. Make friends, build up a support network around your fellow artists, and celebrate their victories like you'd want them to celebrate yours!

## What former positions or experiences helped prepare you for where you are today?

My time spent on live-action projects in college has been the foundation for how I approach camera angles and editing in storyboard work, and gave me a strong fondness for open communication on a project. While people often say that "anything is possible" in animation, knowing how a camera works will always help you ground your projects in reality, no matter how fantastical they are.



## What's a fun fact about yourself?

I'm an avid lover of renaissance faires!





# Sakvona Taing

he/him

An accomplished in-house curator at ONEsGALLERY, recognized for an exceptional ability to discover and promote new emerging artists. Skilled in conceptualizing and orchestrating exhibition themes, known for a meticulous attention to detail in installation design. Scheduled to curate international shows for various galleries as an independent curator in 2024, exhibits a global perspective and adaptability in the contemporary art scene.

[onesmallgallery.com](https://onesmallgallery.com)



**What current projects are you most excited about?**

Our New upcoming exhibition "Inside My Garage"

**What wise words do you have for someone hoping to break into your field?**

Trust your gut and never give up

**What former positions or experiences helped prepare you for where you are today?**

Art collector

**What's a fun fact about yourself?**

I love setting up and displaying arts





# Steven Strumpf

he/him

Steven Strumpf is a name synonymous with imagination, creativity, and the world of enchanting toy designs. With a passion for turning playtime dreams into tangible realities, Steven has become a known figure in the toy industry, crafting packages and products that not only build brands but promote toys and games that evoke a sense of wonder and excitement. With an innate sense of wonder and a knack for turning everyday objects into magical adventures, Steven's journey into the world of toy design was a natural progression. From a young age, he saw the potential in transforming simple cardboard into gateways to fantastical realms. It was this childhood fascination that laid the foundation for his illustrious career. Honing his creative skills at The School of Visual Arts NYC, where he earned a Bachelor's degree in graphic design and illustration. Then started working for Remco Toys and soon became Art Director before becoming Creative Director at Parker Brothers Hasbro. It was there where he worked on some of the most well known brands in game history. Between his natural creative abilities and years of experience, he developed a unique approach that seamlessly blends aesthetics, functionality, and storytelling to create packages and products that resonate with people all over the world.



[linkedin.com/in/stevenstrumpf](https://www.linkedin.com/in/stevenstrumpf)



## What current projects are you most excited about?

I'm always most excited about the initial phase one creative because that's where the magic happens.

## What wise words do you have for someone hoping to break into your field?

Learn to take criticism well, never let it discourage you, but try to learn from it. Be open minded enough to change your direction if needed. Don't let others deter you, do what you love and find your niche.

## What former positions or experiences helped prepare you for where you are today?

Having held both internal positions at companies and being freelance helped me understand both sides of the business which made it easier to execute my clients goals.

## What's a fun fact about yourself?

I'm really not into playing games, but it is a huge part of my job.





# Talya Perper

she/her

Hi! I'm Talya Perper. I'm a storyboard artist, director, and writer for TV animation. I graduated from Boston University with a degree in Film & Television. In 2014, I moved to Los Angeles, working various desk jobs to pay bills, taking figure drawing and storyboarding classes at night, and finding a community of artists and writers who taught me the ropes of the animation industry. In 2016, I got my first storyboarding job on Pickle & Peanut at Disney TV Animation – painfully short, but I learned so much while I was there. In 2017, I started storyboarding on Yabba Dabba Dinosaurs at Warner Bros. Animation, and that's where I really cut my teeth as a board artist. After less than a year, I started directing on Yabba, and it was a wonderful and rewarding experience working with my fellow artists to make our episodes the best they could possibly be. Yabba wrapped at the end of 2018, and I rolled onto Teen Titans Go, where I'm now back to storyboarding animatics in Adobe Animate just like I did on Yabba. I've also written scripts for TTG, as well as three graphic novels for Steven Universe as a freelance writer for Boom! Studios.

[linktr.ee/talyaperper](https://linktr.ee/talyaperper)



## What current projects are you most excited about?

Teen Titans Go! is still going strong. I also just launched a storyboard coaching service where people can book me for storyboard critique and animation career advice. It's been really fun! If you're interested in hearing more about my current projects, subscribe to my free newsletter! <https://talya-perper-newsletter.beehiiv.com/>



## What wise words do you have for someone hoping to break into your field?

Find your people and network genuinely. Employers are more likely to hire their talented friends than they are randos they see on a job site. Executives and higher-ups are less likely to lift you up as opposed to your own peers who are rising along with you. Being a decent human being is a big part of following your dreams, especially because animation, like many industries, is a collaborative effort.



Well, I wouldn't call it love yet...  
Just a crush  
I guess....

Just part of my charming personality~

## What former positions or experiences helped prepare you for where you are today?

My first job in Los Angeles after graduating was at a graphic design studio that specialized in key art (movie/TV posters). My job was to watch the movies/TV episodes our clients sent us and synopsise them so that the designers could focus on design, among other receptionist-y tasks. Talking with the designers there helped me understand how to act professionally when taking on my own freelance work, and they taught me how to self-publish my own comic zines, which became essentially a business-card-replacement, and later got me my first comics writing job!

## What's a fun fact about yourself?

I really enjoy songwriting and recording my own songs in Garageband. I don't advertise it much because they're so much more sincere than the comedy stuff I usually do for work.



# theo tyson

she/they

theo tyson is an intuitive and inclusive curator who invites conversations about the sociocultural implications of race, class, gender, identity, and sexuality through a lens of fashion, art, and culture. Her practice focuses on creating sartorial spaces of reclamation and authority to share the powerful stories of non-white, Black women and those on the LGBTQI+ spectrum, investigating power dynamics that touch on constructs from colorism to misogyny; then taking it a step further to misogynoir. theo privileges noncanonical and communal ways of seeing, offering audiences poignant new perspectives from which to view the rich diversity of our humanity. Looking beyond systems of white heteronormative patriarchy and supremacy, tyson's curatorial practice is centered on historiography that privileges and provides authority to the global majority - those previously labeled as underrepresented or marginalized. Using the 'universal' language and power of fashion, she unravels threads that put forward opportunities for deeper connections to the intent, import, and impact of clothing and dress as a means of empathy and empowerment.

[theotyson.com](http://theotyson.com)

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## **What current projects are you most excited about?**

An upcoming exhibition and publication, *Black/Fashion: Color and Culture*, that I have been able to use as a case study with my students, scholars, and interns.

## **What wise words do you have for someone hoping to break into your field?**

To lean into their difference from the current status quo of curators; their voice matters and is necessary.

## **What former positions or experiences helped prepare you for where you are today?**

Every position I've ever had, from being a waitress to running a salon or custom car company, to managing a celebrity chef and being a production assistant - it's about having a transferrable skill set and customer service is a must.

## **What's a fun fact about yourself?**

I collect matches and hotel keys :)



# Todd Davis

he/him

Owner of Middlesex Bindery, a full service hand book bindery in Lowell MA. Trained at North Bennet Street School. Previously ran a software consulting business for 30 years. Currently living in Boston South End.

[middlesexbindery.com](http://middlesexbindery.com)

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## What current projects are you most excited about?

About half my work is repair work. The rest is commissions of guest books, journals, custom rebindings and a tiny bit of retail. Lately, there has been an increase in work from cities, towns, schools, and other institutions.

## What wise words do you have for someone hoping to break into your field?

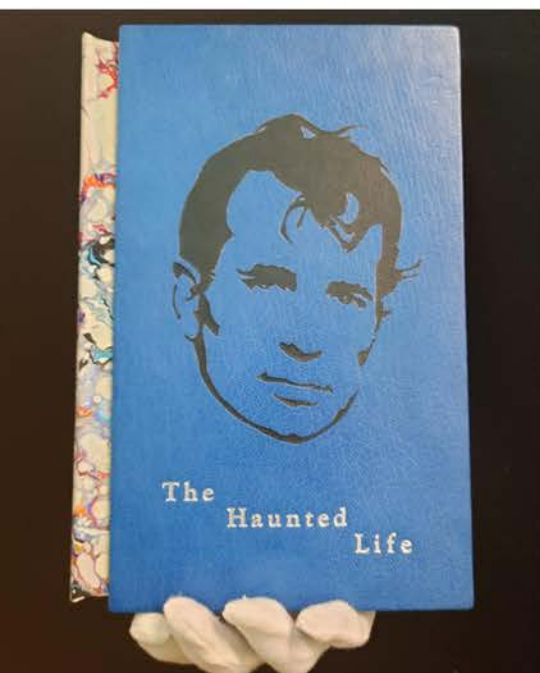
Learn some bookkeeping and accounting and a least a little bit about taxes. You don't need to know how to do it, you just need to be able to tell if someone's taking advantage.

## What former positions or experiences helped prepare you for where you are today?

Business ownership, training in the field, learning things outside your field.

## What's a fun fact about yourself?

I spend all my time on commuter rail. I endorse the Oxford comma.





# Will Pottorff

Will Pottorff is a multi-talented individual who works as an illustrator, artist, and comedian. Will graduated in 2014 with a BFA in Illustration from Montserrat College of Art in Beverly, MA. As an active member of the thriving Northshore art community, Will remains dedicated to creating and self-publishing his own sequential artwork and game books. Additionally, he regularly performs stand-up comedy at various comedy clubs in the Boston area.

<http://www.willpottorffart.com/>

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## **What current projects are you most excited about?**

My current work involves creating promotional artwork for music and comedy events, as well as designing, writing, and play-testing tabletop role-playing games with Occupied Hex, an independent game publisher based in Denver, Colorado. This year, I am thrilled to finally bring a new tabletop role playing game to life after several years of planning, drawing, and writing. To maintain my skills and general practice, I draw, ink, and write daily, all of which I share online.

## **What wise words do you have for someone hoping to break into your field?**

Keep making work! Once you stop, you're dead in the water, and it's only going to be that much harder to get started again. If art making isn't an active part of your life, it will stay a fun hobby rather than becoming a career. Students do a lot of work at Montserrat and they deserve the career they pursue!

## **What's a fun fact about yourself?**

Since graduating, I have pursued a career as a stand-up comedian. Throughout the years, I have hosted numerous comedy shows, been booked and paid for various performances, and had the opportunity to open for traveling comics such as Ben Kronberg from Last Comic Standing.

