

Sean
Schumacher
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Curriculum Vitæ

EMPLOYMENT

ACADEMIC APPOINTMENTS

2018–present	Instructor of Graphic Design (1.0 FTE Non-Tenure Track) Portland State University School of Art+Design, Portland OR
2018–present	Project Manager, A+D Projects Portland State University School of Art+Design
2018	Adjunct Instructor of Graphic Design Portland State University School of Art+Design
2014–2016	Adjunct Instructor of Graphic Design Portland State University School of Art+Design
2013–2014	Instructor of Graphic Design (1.0 FTE Fixed-Term Appointment) Portland State University School of Art+Design
2012–2013	Adjunct Instructor of Graphic Design Portland State University School of Art+Design
2011–2012	Graduate Teaching Assistant, Graphic Design Portland State University School of Art+Design
2010–2012	Graduate Administrative Assistant Portland State University School of Art+Design

COURSEWORK AS INSTRUCTOR OF RECORD

Boldface denotes courses created or co-created

ART 118/121	Introduction to Communication Design	3 sections
ART 120	Computer Graphics for Art and Design	2 sections
ART 200	Digital Page Design I	16 sections
ART 210	Digital Imaging and Illustration I	2 sections
ART 254	Typography I	1 section
ART 299/399	Digital Art & Design for Non-Majors (fully online)	1 section
ART 341	Interactive Media I	1 section
ART 399	Design is Everywhere (fully online)	2 sections
ART 399/425	A+D Projects (as co-instructor of record)	8 sections
ART 472	Communication Design Portfolio	2 sections

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COURSEWORK AS TEACHING ASSISTANT

ART 200 Digital Page Design I 1 section

COURSEWORK AS PROJECT MANAGER

ART 425 A+D Projects 4 sections

PROFESSIONALLY-RELATED EMPLOYMENT

2008–present Freelance Graphic Designer

2014–2017 Graphic Designer
Portland Institute for Contemporary Art, Portland OR

2009–2010 Student IT Worker: Web Design
University of Nevada Las Vegas, Las Vegas NV
Department of Risk Management & Safety

EDUCATION

2012 MFA in Contemporary Art Practice:
Studio Practice Concentration
Portland State University, Portland OR

2009 BFA in Fine Art: Graphic Design Concentration
University of Nevada Las Vegas, Las Vegas NV

2007 AA in General Studies
College of Southern Nevada, Las Vegas NV

GRADUATE PROJECT

2012 *Book of Sand: Las Vegas Redefined* (as Sean Schumacher et al.)
Graduate Project Committee: Kate Bingaman-Burt (chair), Pat
Boas, Nora Wendl, Sean Regan
Portland State University School of Art and Design
AB Lobby Gallery and MK Gallery, Portland OR
Victory Hotel-Motel, Las Vegas NV

CREATIVE ACHIEVEMENTS

PRESENTATIONS AT PROFESSIONAL MEETINGS

2016 Workshop on Memory and Permanence
Sunday Painters Group
Organizers: Rosalyn Crews and Spencer Byrne-Seres
Portland OR

2015 “Local Information Center”
Open Engagement: Place & Revolution
Carnegie Mellon University, Pittsburgh PA

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- 2013 "Take-A-Penny Leave-A-Penny University"
Open Engagement: Contexts, Publics, Institutions
Portland State University School of Art and Design
- 2013 "The Territory Is Not The Map"
Strange Utility: Architecture Toward Other Ends
Portland State University School of Architecture, Portland OR

SELECTED SOLO & GROUP EXHIBITIONS

Boldface denotes solo exhibitions, residencies, or curatorial projects

- 2014 *Taxonomies: Creating Order Out of Complexity*
Curated by Briar Levit
Land Gallery, Portland Oregon
- 2014** *Art, building*
Portland State University School of Art+Design
AB Lobby Gallery, Portland Oregon
- 2013 *Other Maps Are Such Shapes*
Curated by Leif Anderson
Littman Gallery, Portland OR
- 2013 *The Art and Social Practice Workbook*
Civic Space, Windsor ON (Canada)
- 2012 &
Curated by Jeanine Jablonski
The Cleaners at Ace Hotel, Portland Oregon
- 2012** *Book of Sand: Las Vegas Redefined* (as Sean Schumacher et al.)
Solo Graduate Project Exhibition
Portland State University School of Art+Design
MK Gallery and AB Lobby Gallery, Portland Oregon
- 2012 *13 for 13*
San Francisco Art Institute
Swell Gallery, San Francisco CA
- 2012 *Mobility & Sparseness: Every City's Edge*
Portland State University School of Art+Design
Autzen Gallery, Portland OR
- 2009** *Instantiation*
as co-curator
Fallout Gallery, Las Vegas NV
- 2009 *Bachelor of Fine Arts Exhibition*
University of Nevada Las Vegas
Donna Beam Fine Art Gallery, Grant Hall Gallery, and
Jessie Metcalf Gallery, Las Vegas NV

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- 2009 *I never wanted it to be this way, either*
in collaboration with Stephanie Potell
Grant Hall Gallery, Las Vegas NV
- 2009 *...whether you like it or not*
Vagus Nerve Gallery at the Arts Factory, Las Vegas NV
- 2009 *Annual Juried Student Exhibition*
Juried by Matthew Cusick
University of Nevada Las Vegas
Donna Beam Fine Art Gallery, Las Vegas NV
- 2009 *Skin and Other Stories*
Vagus Nerve Gallery at the Arts Factory, Las Vegas NV
- 2009 *Diamond Cats*
Curated by Rebekah Just
Vagus Nerve Gallery at the Arts Factory, Las Vegas NV
- 2008 *Take Note*
Marjorie Barrick Museum, Las Vegas NV
- 2006 *Student Show*
College of Southern Nevada Fine Arts Gallery

SELECTED PUBLICATIONS

- 2014 "A person made this"
Design Week Portland Blog, edited by Taryn Cowart
Design Week Portland, Portland OR
- 2013 "This is You"
Getting to Know YouTube: The Book
edited by Crystal Baxley and Stefan Ransom
Portland OR
- 2013 "Sublet: Exercises in Shared Residency for Urban Artists"
The Art & Social Practice Workbook
Publication Studio, Portland OR
- 2012 *[STUDIO]*, edited by Lisa Radon
Portland State University School of Art and Design,
Portland OR
- 2009–2010 *Vagus Nerve Magazine*
Las Vegas NV

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SELECTED PANELS

- 2013 Design Panel Jurist
Homebrewed by Design
Design Week Portland, Portland OR
- Organized by Jason Sturgill and Erik Steen as part of Design Week Portland 2013. Invited designers included: Adam R. Garcia (1st place), James Mitchell (2nd place), Hiller Goodspeed (3rd place), August Miller, Bijan Berahimi & Chris Burnett, Bologna Sandwich, Brad Simon, Corbin LaMont, Craig Wheat, Dominic De Venuta, Jason G. Sturgill, Jenny Tiffany, Matt Sundstrom, Matti Jonsson, Murphy Phelan, Nicole Lavelle, Phillip Stewart, Shelli Ben-ner, Tina Le, You Are Here Portland

HONORS AND AWARDS

- 2009 Recognition of Achievement for Outstanding Service to the
UNLV Department of Art
University of Nevada Las Vegas
- 2009 Winner, Annual Juried Student Exhibition
Juried by Matthew Cusick
Donna Beam Fine Art Gallery, Las Vegas NV
- 2008–2009 Rick Parks Scholarship
University of Nevada Las Vegas
- 2007–2009 Dean's Honors List
University of Nevada Las Vegas

PRESS

- 2009 "Artists in the Making," *Las Vegas Weekly*, 14 May 2009
by Danielle Kelly
Las Vegas NV

UNIVERSITY AND DEPARTMENTAL SERVICE

CURRICULAR ACHIEVEMENTS: ONLINE LEARNING

- 2018 Design is Everywhere
Portland State University School of Art+Design
- This course, developed as the School of Art+Design's first permanent online class and to act as a general education course in design as part of the University's Design Thinking/Innovation/Entrepreneurship junior cluster (elective) track, sought to bring project-based learning to an introductory design education curriculum. Through project-based topical "explorations," students engaged in real-world design challenges solving problems with design thinking for their

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communities. The course was initially outlined by students working under the direction of myself, Kate Bingaman-Burt, and School Director Ethan Seltzer in AY2013-14 and developed in advance of AY2018-19. In addition to teaching two sections of the course during AY2018-19, I wrote the curriculum proposal for the course for inclusion in the Banner catalog as ART 302 for AY2019-20 (anticipated) and in the Design Thinking/Innovation/Entrepreneurship junior cluster for Winter 2020 term (anticipated).

2015

**Digital Art and Design for Non-Majors
Portland State University School of Art+ Design**

The Portland State University Graphic Design program's first online course leveraged technologies familiar and desired by students (live video streaming and remote classroom) and was intended to replicate the studio environment through the D2L online learning platform. Students explored core design concepts, developed design solutions to given problems using software, observed tutorial demos and lectures through weekly video sessions, and engaged in constructive critique through online message boards. The pilot course ran in an eight-week session during summer term of 2015.

CURRICULAR ACHIEVEMENTS: OTHER

2013

**A+D Projects
Portland State University School of Art+Design**

Created as a special topics course in studio organization, management, and client relations, A+D Projects organizes teams of graphic design students to serve the needs of the PSU School of Art and Design's art history, art practice, foundations, exhibition gallery, and MFA programs, fostering greater visibility for the School as a whole. Students receive experience dealing with real clients and budgets, while areas of the School receive coordinated design consideration that helps to create more predictable budgets for annual projects and creates faculty and student relationships between graphic design and School's various other areas of study.

SIGNIFICANT PROFESSIONAL DEVELOPMENT ACTIVITIES

2014

**Resident+Artist for the School of Art+Design
Portland State University School of Art+Design**

Initially proposed by social practice artist Harrell Fletcher, this residency sought to challenge members of the community around the School to apply creative solutions to solve practical problems over the course of one-month in a departmental gallery. My time in residence sought to reflect upon the faculty and student body's relationship with space in

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the PSU Art Building, exposing the history of the site and use the gallery as a site for inquiry about its future. Some of the research generated was later utilized by the School itself, as well as PSU's development and facilities departments. The residency also generated a video used during a marketing campaign for the School's programs and research (viewable at tiny.cc/artbuilding).

2010–2012

Graduate Administrative Assistant
Portland State University School of Art+Design

Responsibilities included design, construction, and maintenance of a website for the Studio Practice MFA concentration program; implementation of a wiki for collaboration and information sharing within the program; creation and upkeep of social media accounts to promote the program, the program's visiting artist lecture series, and the department; and art direction for print and web marketing materials related to the program's lecture series.

2008–2010

Web Designer
University of Nevada Las Vegas Department of Art

Under the supervision of Graphic Design area head Helga Watkins, I designed and developed the website for the UNLV Department of Art on the WordPress platform utilizing modern standards to replace their aging, difficult to maintain Dreamweaver-based site. In designing the site, I was able significantly expand the amount of information about the Department available, develop descriptive language about program areas, and highlight departmental and student art events with rich imagery and an event calendaring system. Between the site's launch and the end of my time at UNLV, I delivered two major design updates and served as primary editor and site administrator.

**GOVERNANCE ACTIVITIES FOR THE UNIVERSITY,
COLLEGE, & SCHOOL**

2018–2019

Exhibition Support
Portland State University School of Art+Design

Under the direction of Director Lis Charman and with the School's gallery directors Tabitha Nikolai and Paul Maziar, I provided design support for exhibition vinyl and collateral for exhibitions within the School's two gallery spaces, with a focus on improving the visibility of the spaces and raising the School's profile as a presenting institution. In coordination with my responsibilities in A+D Projects, I also helped coordinate student designers, allowing those with an interest in exhibition design to develop solutions with exhibiting artists as clients.

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2013–2014

Visibility Committee
Portland State University School of Art+Design

I helped lead the School of Art and Design's marketing and communication efforts during the committee's inaugural tenure. During my time serving on the committee, major accomplishments included: creating a video and social media marketing campaign for the school (produced by A+D Projects with the University Communications); and producing an open house event with promotional campaign.

PANELS

2018

ART 470 Design Thesis I
Instructor: Rozalyn Crews
Co-panelist: Jordan Hoagbin
Portland State University School of Art and Design

2014

ART 470 Contemporary Design Projects
Instructor: Jen Delos Reyes
Co-panelists: Ariana Jacob and Jason Sturgill
Portland State University School of Art and Design

GUEST INSTRUCTION & LECTURES

2018

ART 121 Introduction to Communication Design
Instructor: Briar Levit
Portland State University School of Art and Design

2017

ART 104 CORE Digital Tools
Instructor: Leslie Vigeant
Portland State University School of Art and Design

2017

ART 472 Communication Design Portfolio
Instructor: Ethan Allen Smith
Portland State University School of Art and Design

2016

ART 472 Communication Design Portfolio
Instructor: Ethan Allen Smith
Portland State University School of Art and Design

2015

ART 200 Digital Page Design I
Instructor: Molly Sherman
Portland State University School of Art and Design

2014

ART 399 The Studio Collective
Instructor: Chris North
Portland State University School of Art and Design

2013

ARH 290 History of Modern Design
Instructor: Will Bryant
Portland State University School of Art and Design

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- 2012 ARCH 407/507 Ephemeral Architecture
Instructor: Nora Wendl
Portland State University School of Art and Design
- 2011 ART 493/593 Advanced Drawing: Mixed Media
Instructor: Pat Boas
Portland State University School of Art and Design
- 2011 ART 203 Meaning and Making
Instructor: Eva Speer
Portland State University School of Art and Design
- 2010 ART 443 New Media Portfolio
Instructor: Rebekah Just
University of Nevada Las Vegas, Las Vegas NV

HOSTED WORKSHOPS

- 2013 ART 399 Friendtorship
Instructors: Elisabeth Charman and Conrad Schumacher
Portland State University School of Art and Design

SOFTWARE & PROGRAMMING PROFICIENCIES

GRAPHIC DESIGN

Adobe Photoshop	Adobe XD	Camera Raw
Adobe Illustrator	Adobe Premiere Pro	Adobe Dreamweaver
InDesign	Adobe Animate	BBEdit
Adobe Acrobat	Adobe Bridge	Panic Coda

ONLINE LEARNING PLATFORMS/TOOLS

Desire2Learn (D2L)	Blackboard	Basecamp
Google Classroom	Lore	

WEB DESIGN

HTML/XHTML	JavaScript/jQuery	WordPress
CSS	PHP	Drupal

ADMINISTRATIVE

Microsoft Office	Apple Keynote	Asana
Apple Pages	Google GSuite/Apps	Slack

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PLATFORMS

macOS/OS X

Linux (Ubuntu)

Android

Windows

iOS

LANGUAGE PROFICIENCIES

English

native language (approx. 30 years)

Dutch

limited working proficiency (2.5 years)