LEIGH HUGHES
Curriculum Vitae 2023   lhughes@lorainccc.edu | www.leighhughes.org | 330-730-1428

EDUCATION

Master of Fine Arts
Visual Communication Design
Kent State University, Kent, OH
May 2017

Bachelor of Arts
Visual Communication Design
Kent State University, Kent, OH
December 2002

ACADEMIC EXPERIENCE

Assistant Professor of Graphic Design
Lorain County Community College
Elyria, OH
Division of Arts & Humanities
August 2021–Present

Assistant Professor of Graphic Design
Coastal Carolina University
Conway, SC
Department of Visual Arts
August 2017–August 2021

Instructor
Kent State University
Kent, OH
School of Visual Communication Design
January 2015–July 2017

TEACHING

**Curriculum Development
& Academic Instruction**

Assistant Professor
of Graphic Design
LCCC

Graphic Design I (ARTS-261 P100)
Spring 2022, Spring 2023
A foundational course focused on the fundamentals and theory in graphic design. Foundations are structured around the history, traditional practice, terminology, production methods and craft of graphic design. Students gain an understanding of course material through a combination of classroom lectures, critiques, readings, online forums, homework assignments, exams and group discussion.

Graphic Design I (ARTS-261 W100)
Summer 2022, Summer 2023 (anticipated)
A foundational course, taught asynchronously on Canvas, which is focused on the fundamentals and theory in graphic design. Foundations are structured around the history, traditional practice, terminology, production methods and craft of graphic design. Students gain an understanding of course material through a combination of online lectures, critiques, readings, online forums, homework assignments, exams and online group discussion.

Graphic Design II (ARTS-262 P100)
Fall 2021, Fall 2022
A continuation of the certificate sequence, Graphic Design II recalls and builds upon material from Graphic Design I and applies it through methods of professional practice. Students explore digital production methods, are introduced to user experience problem-solving, and integrate three-dimensional design solutions. Students gain an understanding of course material through a combination of classroom lectures, critiques, readings, online forums, homework assignments, exams and group discussion.

Graphic Design II (ARTS-262 W100)
Summer 2023 (anticipated)
Taught asynchronously on Canvas, ARTS-262 W100 is a continuation of the certificate sequence. Graphic Design II recalls and builds upon material from Graphic Design I and applies it through methods of professional practice. Students explore digital production methods, are introduced to user experience problem-solving, and integrate three-dimensional design solutions. Students gain an understanding of course material through a combination of online lectures, critiques, readings, online forums, homework assignments, exams and online group discussion.

Graphic Design III (ARTS-263 P100)
Spring 2022, Spring 2023
An upper-level design course, which focuses on preparing students for real-world applications and job-readiness. Students expand upon their skillset and knowledge from Graphic Design II, developing interaction design, and applying introductory design thinking concepts for real-world solutions. Students gain an understanding of course material through a combination of classroom lectures, critiques, readings, online forums, homework assignments, and group discussion.

Typography I (ARTS-277G P100)
Fall 2021, Fall 2022
Typography is an introduction to the study of typographic form, theory and practice. Emphasis is placed on typographic history, anatomy and vocabulary, with a continuation in the use of grids, grid structures, and hierarchical relationships. Students gain an understanding of course material through a combination of classroom lectures, critiques, readings, online forums, homework assignments, exams and group discussion.

Design Thinking I (ARTS-190 P100)
Spring 2022, Spring 2023
ARTS-190 was an experimental course. Design Thinking is a human-centered, creative problem-solving process, which encompasses the human interaction experience and produces solutions based on the observation of those experiences and needs. This course offers each student the knowledge and opportunity to apply those design thinking concepts and design research methodologies. Students participate in co-creating innovative solutions to real-world problems through a collaborative workshop experience. Students gain an understanding of course material through a combination of classroom lectures, critiques, readings, online forums, homework assignments, guest speakers and group discussion.

Design Thinking I (ARTS-168 P100)
Fall 2023 (anticipated)
Previously ARTS-190, ARTS-168 is a permanent course. Design Thinking is a human-centered, creative problem-solving process, which encompasses the human interaction experience and produces solutions based on the observation of those experiences and needs. This course offers each student the knowledge and opportunity to apply those design thinking concepts and design research methodologies. Students participate in co-creating innovative solutions to real-world problems through a collaborative workshop experience. Students gain an understanding of course material through a combination of classroom lectures, critiques, readings, online forums, homework assignments, guest speakers and group discussion.

Portfolio (ARTS-285 P100)
Spring 2022, Spring 2023
The Portfolio course at LCCC pairs graphic design and studio art students with one graphic design faculty member and a studio art faculty member. During this course, students explore the breadth of their work while building a master digital portfolio, resumé and cover letter. Students in this course also participate in a senior exhibition held annually in the LCCC, Beth A. Stocker Art Gallery. Students gain an understanding of course material through a combination of classroom lectures, critiques, homework assignments, and group discussion.

LCCC Course Development

ARTS-261 P100, ARTS-261 W100, ARTS-261I P100, ARTS-261I W100, ARTS-263, ARTS-277G, ARTS-285, ARTS-190, ARTS-168

Assistant Professor
of Graphic Design
CCU

Graphic Design I (ARTD-201-01, ARTD-201-02, ARTD-201-E1)
Fall 2017–Spring 2021
Graphic Design I was an introductory course based on foundational design techniques, design processes and terminology of graphic design. The course stressed three main objectives: craftsmanship, composition, and typography, while focusing specifically on hand-skills, design principles, digital craft, illustration and the basic fundamentals of page layout. Students gained an understanding of course material through a combination of classroom lectures, critiques, readings, online forums, homework assignments, exams and group discussion.

Graphic Design Research (ARTD-499-01)
Maymester 2021
Graphic Design Research was a course based on the introduction to research methods used in professional practice. Students discovered and compared research methods and frameworks, and how to apply them to the creation process. Students gained an understanding of research strategies, tactics, tools, and applied use through a combination of classroom lectures, readings, online forums, homework assignments, and group discussion.

Environmental Design (ARTD-309-01)
Spring 2021
Environmental Design was a BFA course based on the introduction to the production of packaging and environmental graphics. Students explored printing processes associated with the production of

packaging, point-of-purchase displays, way-finding and environmental design while considering the use of color and typography.
Students gained an understanding of course material through a combination of classroom lectures, critiques, readings, online forums, homework assignments, exams and group discussion.

Identity Systems (ARTD-310-01)
Fall 2020
Identity Systems was a BFA course based on visual identity system concepts, integrating; semiotics, color, typography and use of form applied to a variety of mediums. Creative exploration and application of complex visual communication skills was stressed. Students gained an understanding of course material through a combination of classroom lectures, critiques, readings, online forums, homework assignments, and group discussion.

Graphic Design Senior Capstone (ARTD-497-01)
Spring 2020
This capstone course addressed advanced problem-solving in both print and web, emphasizing a versatile, well-rounded and high-quality portfolio. Students participated in the 2020 ISTD Student Assessment, with one student earning a "Pass." Additionally, students also produced capstone work for the student exhibition in Rebecca Randall Bryan Art Gallery. Students gained an understanding of course material through a combination of classroom lectures, critiques, readings, homework assignments, and group discussion.

Graphic Design II (ARTD-202-01 / ARTD-202-02)
Fall 2017 / Spring 2018 / Spring 2019
Graphic Design II was a continuation of Graphic Design I, and was structured around the introduction to professional practice, exploring printing and reproduction methods. A primary focus was on creative problem-solving, ideating and application of the design process and theory. Students gained an understanding of course material through a combination of classroom lectures, critiques, readings, online forums, homework assignments, exams, and group discussion.

Packaging Design (ARTD-309-01)
Fall 2018 / Fall 2019
Packaging Design was an introductory course based on the history, production, construction and marketing of packaging. Students explored printing processes associated with the production of packaging as well as branding, point-of-purchase, and use of color and typography. Students gained an understanding of course material through a combination of classroom lectures, critiques, readings, online forums, homework assignments, and group discussion.

Level-Up Module, Introduction to Typography (UNIV-154)
This Level-Up module was an online, introductory course to the principles and terminology of typography. Students gained an understanding of course material through a combination of online lectures, videos, readings and exams.

Graphic Design I, Honors (ARTD-201-H1)
Graphic Design I, Honors was a research-intensive course focusing on the history and influence of graphic design. Students gained an understanding of course material through a combination of readings, critiques, and homework assignments.

Graphic Design II, Honors (ARTD-202-H2)
This course examined three-dimensional space, production standards and practices, while examining the challenges of effectively communicating necessary information in a clear, legible and intuitive fashion. Students gained an understanding of course material through a combination of readings, critiques, and homework assignments.

CCU Student Achievement Funding (SAF) Research Fellow,
Faculty Advisor for Ariel Crum, "Politics and Design: Political Satire and Propaganda" 2019-2021

Graphic Design Internship for Julie Crowe (ARTD-496)
Summer internship at Homes.com division at Dominion Enterprises in Norfolk, VA. Julie gained an understanding of course material through on-site, professional learning.

CCU Course Development	ARTD-201, ARTD-201-H1, ARTD-202, ARTD-202-H2, ARTD-309 Packaging Design, ARTD-309 Environmental Design, ARTD-497, ARTD-499, UNIV-154
Kent State University Workshop Development	Inspire Camp Summer 2016 Curriculum development for Inspire was a collaborative effort between the director, three fellow graduate students and myself. During Inspire week, students engaged in projects combining basic research tactics, brainstorming, storyboarding and creative thinking. Working in the disciplines of print, three-dimensional design, interaction design, photography and illustration, attendees collaborated with other creative students. Inspire provides students a unique opportunity to learn about design while meeting other creatives and catching a glimpse of what it is like to study design in college.
Adjunct Instructor *Kent State University*	Visual Design Literacy (VCD 14001), Spring 2017 / Summer 2017 Introduction to Design Research (VCD-20010-001/20010-002) Fall 2016 / Spring 2017 Introduction to Visual Communication Design (VCD-13000), Fall 2016 Introduction to Visual Communication Design Studio (VCD-13001), Spring 2016 Visual Design Media (VCD-37000), Fall 2015 Introduction to Typography (VCD-23001), Spring 2015

Accrediation	2023	Association of College and University Educators (ACUE), Expected May 2023
Distance Learning Accommodations		YouTube: Created a YouTube channel for prerecorded student lectures and demos. All recordings have chapter markers for easy topic access and closed captioning for those who need the services.
		Miro: Implemented a new digital, white board platform to conduct online critiques of student work. It is a collaborative space that provides opportunity for us to discuss and participate together.

Diversity, Equity, Inclusion, & Belonging in Teaching

LCCC — Redesigned two core classes, ARTS-262 Graphic Design I and ARTS-262 Graphic Design II to fit an online format and to be offered as summer courses. Offering summer classes allows students access to these pivotal classes in the program, which was previously only offered once a year.

CCU — Served on the Edwards College, Diversity, Equity and Inclusion committee for three years, from 2018–2021, to help the university devise a DEI plan.

Participated in several DEI+B related Professional Development opportunities; Shared Foundations & Courageous Conversations: Diversity, Equity & Inclusion training in October 2020, The State of Black Design, a streaming event in September 2020, and Search Team/Implicit Bias Training in October 2019.

Chose a diverse population to attend our New York City student trips. Most of them were first-generation college students, who had never been out of South Carolina. Offering them an expense-paid trip to NYC provided them with an opportunity to see what was possible, and that they could dream big.

The student body at CCU was diverse in southern culture and primarily Black. I designed my courses, when possible, to include examples and influence of Black designers to allow for more choice for our diverse student body. It mattered to me that they were able to connect with their work. Additionally, I created an assignment of deconstructing a racially-influenced product ad, and rewriting it for diversity, equity, inclusion and belonging.

Experiential Learning

LCCC 2021 — Students engage with experiential learning in ARTS-190 Design Thinking by participating in iterating creative solutions for real-world client needs while presenting authentic product pitches. They participate in experiential learning processes that both replicate and implement professional, client-centered product proposal pitches. Extensive attention is placed on research preparedness in design thinking methodology. They are required to read, study and implement methods and theories learned from two separate textbooks. Students present professional concepts to clients, faculty and staff, and are provided the opportunity to participate in a question and answer session with presentation attendees. Students write personal reflections after two group projects which focus on both personal experiences and group collaboration. Students also participate in an end-of-the-semester assessment reflection to gauge what they have learned, how their group functioned and what they wish they had learned more about. Through this evaluation, students are provided constructive

feedback on their process and solution. Students demonstrate effective collaboration and team-building skills and recognize the role of teamwork in the design thinking process. Students engage with readings, lectures, in-class brainstorming, prototyping, and professional speakers.

CCU 2019–20   I developed and secured funding for two student trips to New York City in 2019 & 2020. While in New York, our students visited local art & design museums including Cooper Hewitt, The MET and The Guggenheim. They had the opportunity to speak with accomplished designers at Pentagram and the crew at Funeral in Brooklyn. They toured the AIGA archives and learned about their extensive history in our industry, while also participating in a book-making workshop at The Center for Book Arts, where they locked-up type and print with a type high letterpress.

Student Awards 2020   ISTD 2020, *Passed*: Nellie Grey Eckert

Student Advising
CCU

- Ariel Crum – 2019–2020
- Nellie Grey Eckert –2018–2020
- Hope Eckert – 2018–2020
- Julie Crowe – 2017–2020
- Markus Stroman – 2018–2019
- Tiffany Failey – 2017–2018

Link to Student Work   http://leighhughes.org/educator/

SCHOLARSHIP

Research		Researching how game design might help reduce the gender gap in Science, Technology, Engineering & Math (STEM) professions, particularly engineering and computer science. More specifically, examining spatial relation skills in early childhood and the benefits of 3D gaming on female development.

Research focuses on the following topics:
• STEM: investigate statistical discrepancies in STEM professions and k-12 curricula
• Gender: study of gender differences in spatial relation skills
• Gaming: promote the benefits of 3D gaming in early childhood
• Design: how designers can re-imagine the future of digital game development

Link to Published Thesis	2016	http://leighhughes.org/thesis/
Academic Publications	2020	"Gender-Considerate Digital Game Design." Chapter in: *Women and Video Game Modding, Essays on Gender and the Digital Community*, ed. Bridget Whelan, McFarland, 2020
Published Abstracts	2020	Hughes, L. (2020, April 03). "Interactive Game Design: Sisters Are Doin' It for Themselves." CAA Conference, Chicago, IL. Design Incubation, 2020. *28% acceptance rate*
	2020	Hughes, L., Lee, A., Murdock, J., Souza, O. (2018) "The Past, Present, and Future of 'Good Craft,'" AIGA MAKE Conference, Indianapolis, IN. Panel Discussion: Michigan Publishing Services, 2020
Invitational Publications	2017	Hughes, Leigh A. "Game On! Playing Video Games May Bridge the Gender Gap in STEM." *UA Magazine*, 13 June 2017, [accessed May 17, 2019]. www.ua-magazine.com/56670-2/#.XN7JxKZ7nOQ.
Grants and Project Support	2020	Student Work Submisson Funding Grant in the amount of $200. CCU Honors College funded work submissions for ARTD-497-HQ1, Graphic Design Senior Capstone to the 2020 North America ISTD assessment. Students awarded: Nellie Grey Eckert, Katina Hope Eckert, Kaleb Harvey, Taylor Little. March 2020.
	2020	Professional Development Travel Funding Grant in the amount of $600. The Edwards College of Humanities and Fine Arts, Visual Arts Department, travel funding approved for participation in the ISTD North America assessment, Kent State University, Kent OH. March 2020.
	2020	Student Travel Funding Grant in the amount of $5,000. The Edwards College of Humanities and Fine Arts, Coastal Carolina University. Support to fund a student trip to New York City, NY. Hughes, L.A. March 2020.
	2020	Professional Development Funding Grant in the amount of $1,615. The Edwards College of Humanities and Fine Arts, Coastal Carolina University. Support for travel to present at Design Incubation Colloquium 6.2, College Art Association (CAA) Annual Conference 2020, Chicago, Illinois. Hughes, L.A. February 2020.

	2019	Student Travel Funding Grant in the amount of $5,700. The Edwards College of Humanities and Fine Arts, Coastal Carolina University. Support to fund a student trip to New York City, NY. Hughes, L.A. March 2019
	2018	Professional Development Funding Grant in the amount of $1,400. The Edwards College of Humanities and Fine Arts, Coastal Carolina University. Support to trip to present at AIGA MAKE Conference, Herron School of Art + Design, Indianapolis, IN. Hughes, L.A. June 2018
Honors & Awards	2016	Most Outstanding Presentation in Gender & Feminism Graduate Student Research Symposium. Kent State University, Kent OH
	2015	Gold ADDY Award Jack's Frozen Pizza Summer Grilling Promotion. Akron OH
	2005	American Society of Business Press Editors (ASBPE), Publication Award for an agricultural magazine, Greenhouse Grower. Willoughby OH
	2002	Silver ADDY Award Ardmore Farms Nectars, Juice packaging line. Akron, OH Website publication: A juicy redesign. May 2002. packworld.com/applications/beverage/juicy-redesign
Exhibitions	2021	Lorain County Community College, Faculty Art Show: Handmade, castile soap & packaging design. September 2021
	2018	Coastal Carolina University, Faculty Triennial Exhibition: Typeface & LogoType design. January 2018
	2017	Kent State University, VCD Honors Exhibition (*Juried Exhibition*) Exhibited "STEM" typography poster. March 2017
	2017	International Society of Typographic Designers (ISTD) Internationally recognized type competition. February 2017
Conferences & Symposia	2020	Design Incubation Colloquium 6.2, CAA Annual Conference 2020, Chicago, IL. Double-blind, double peer reviewed, "Interactive Game Design: Sisters Are Doin' It for Themselves," Hughes,L.A. February 2020
	2018	AIGA MAKE Conference, Herron School of Art + Design, Indianapolis, IN. Blind, peer-reviewed, "The Past, Present, and Future of 'Good Craft,'" Panel Discussion: Leigh Hughes, Jason Murdock, Omari Souza & Alice Lee. June 2018
	2017	Design Incubation Colloquium: Kent State University, Kent, OH. Peer Reviewed. Presented thesis research—"Video games help to prepare girls for a competitive future: An analysis of how video games help to build visual-spatial skills and the positive influence early childhood gaming can have on girls." March 2017
	2016	Graduate Student Research Symposium presented by The Kent State University Graduate Student Senate, Kent, OH. Presented thesis research. April 2016

| | 2015 | Represented the Graduate Visual Communication Design program at the Graduate Student Research Symposium presented by The Kent State University Graduate Student Senate, Kent, OH. *Collaborative research on how to engage millennial's in NASA initiatives and promote the continued exploration of space.* April 2016 |
| **Invitational Presentations** | 2018 | "What does a gamer look like?" Event planning, submitted funding proposal, participant & speaker at CCU Gamer Event. February 2018 |

Diversity, Equity, Inclusion, & Belonging in Scholarship

Research Trajectory

Research is heavily focused on Diversity, Equity, Inclusion & Belonging by examining how game design might help to reduce the gender gap in Science, Technology, Engineering & Math (STEM) professions, particularly engineering and computer science. It looks at how gender-considerate design might reconsider the narrative within video games, allowing for a more inclusive, less-hostile environment. Re-imagined game concepts might appeal to a broader base, therefore raising overall engagement and encouraging digital fluency among players. By raising digital fluency, confidence levels rise with general technology, removing stigmas and open doors for a more diverse, equitable and inclusive game design industry.

SERVICE

LCCC

Institution: Lorain County Community College, Elyria OH

2023 Wrote the proposal and presented course justification to Curriculum Council for ARTS-168 (formerly ARTS-190) to become a permanent course

2023 Wrote all submission materials for ARTS-168 Design Thinking to qualify as an OT36 transfer course

2022–23 Level II Committee: member of the TLC Advisory Committee

2021–22 Level I Committee: Served as stand-in, faculty replacement, Fine Arts & Humanities representative, on Faculty Senate Executive Committee (FSEC)

College: Lorain County Community College, Academic Division of Arts & Humanities

2021–23 Assessed our Graphic Design certificate curriculum and CDSOs to determine where the program can be revised, redesigned or developed further

2022 2021–2022: Articulation agreements: worked on proposed agreement with Lorain High School

Department: Lorain County Community College, Department of Visual Arts

2022 Graphic Design I, student work displayed in the 2022 Student Art Show

2021 Faculty Art Show: HoneyBee's Soap, handmade soap and package design

Service to Lorain / Elyria Community

2022 Local Scholastic Art Show, faculty judge.

2022 I.T. in Action, LCCC event engaging with local high school students. Break-out workshop instructor.

2021 Local Scholastic Art Show, faculty judge.

Institutional Professional Development

2023 General Education Redesign Update

2023 High Impact Practices (HIP)

2022 Using data dashboards to implement program/cluster review action plans

2022 COURSE ASSESSMENT PROCESS (CAP) DATA ANALYSIS–Using the Data Dashboard to Close the Loop on Student Learning

CCU

Institution: Coastal Carolina University, Conway SC

2019 CCU, Undergraduate Research Competition Faculty Judge (April 2019)

2018 American Association of University Professors (AAUP), *Call for Equity Week Panelists Poster* (October 2018)

2018 New Faculty Orientation Mentor (August 2018)

2018 CCU, Undergraduate Research Competition Faculty Judge (April 2018)

2018 CCU, Women in Technology graduate certificate curriculum development, met with Apple, Inc. representatives.

College: Coastal Carolina University, Edwards College of Humanities & Fine Arts

2021 CCU, Edwards College of Humanities and Fine Arts, Visual Arts Promotion & Tenure Committee, non-tenured representative

2018–21 CCU, Edwards College of Humanities and Fine Arts, Planning Committee

2018–21 CCU, Edwards College of Humanities and Fine Arts, Visual Arts Recruitment Committee

2018–21 CCU, Edwards College of Humanities and Fine Arts, Visual Arts Diversity, Equity & Inclusion Committee

2020 Academic Integrity Hearing, *participant* (May 2020)

2020	CCU, Edwards College of Humanities and Fine Arts, Search Committee Member for Printmaking & Drawing Assistant Professor
2019	Academic Integrity Hearing, *participant* (December 2019)
2019	Displayed ARTD-201, Point, Line, Plane finished student projects. CCU Kimmel Library (April 2019)
2019	School of Visual & Performing Arts Identity (February 2019)
2018–19	Interdisciplinary, Trans-Media degree

Department: Coastal Carolina University, Department of Visual Arts

2017–21	Visual Communication Design, Bachelor of Fine Arts development (NASAD)
2017–21	Student Mentoring
2019–21	Visual Arts, lab monitor supervisor
2020	CCU Graphic Design Trip, New York City, NY (March 2020)
2019–20	CCU AIGA student chapter, faculty advisor
2017–20	CHROMA student group, faculty advisor
2019	CCU AIGA, University of South Carolina, Columbia, SC, faculty co-advisor with Ryan Bitzegaio (September 2019)
2019	CCU Graphic Design Trip, New York City, NY (March 2019)
2019	CHROMA faculty advisor, Brookgreen Gardens, Murrels Inlet SC (November 2019)
2019	CHROMA, Fifth Friday instructor, Silk Screening (March 2019)
2018	CHROMA faculty advisor, installer Brookgreen Gardens, Murrels Inlet SC (November 2018)
2018	CHROMA Redesigned CHROMA logo (September 2018)
2017	CHROMA faculty advisor, Brookgreen Gardens, Murrels Inlet SC (November 2017)

Service to Myrtle Beach, SC Community

2021	Horry County Schools, stop motion faculty workshop development & facilitator
2020	Career Day at Conway Middle School, Conway, SC, (February 6, 2020)
2019	Faculty Judge, Atalaya Arts & Crafts Festival, Huntington Beach, SC
2019	OLLI & CCU, Summer Kids Camp, Murrells Inlet, SC (June 2019) Play: In Motion, stop motion animation camp curriculum development
2018	Faculty Judge, Atalaya Arts & Crafts Festival, Huntington Beach, SC

Institutional Professional Development

2021	$100 funding proposal, approved for LogoCore online logo development course
2020	Shared Foundations & Courageous Conversations: Diversity, Equity & Inclusion training (October 2020)
2019	Search Team/Implicit Bias Training (October 2019)
2019	Integrating Critical Thinking Activities Into Your Classes (January 2019)
2019	Documenting Teaching Effectiveness and Improvement (January 2019)
2018	Your Path to Promotion and Tenure, CeTEAL Seminar (April 2018)
2017	New Faculty Orientation (August 2017)

Service to Profession

2022	CAA, Design Incubation Peer Reviewer
2022	International Society of Typographic Designers (ISTD) assessor
2021	International Society of Typographic Designers (ISTD) assessor
2021	Kent State University, VCD, graduate program speaker
2021	Kent State University, VCD, student portfolio assessor
2020	International Society of Typographic Designers (ISTD) assessor
2020	Kent State University, VCD, graduate program speaker
2020	"Women in Graphic Design" Facebook group creator and moderator
2019–20	AIGA S.C., Women's Leadership Initiative 2019–2020
2018	AIGA Educators DEC Conference: *Peer Reviewer*. Herron School of Art and Design, Indiana University–Purdue University, Indianapolis, IN (June 2018)
2017	AIGA Cleveland – Annual Student Portfolio Review Assessor Cleveland State University, Cleveland, OH
2015	ADDY Committee of Greater Akron, OH Prepared submissions for judging at Akron ADDY awards.

Industry & Scholarly Professional Development

2022	AIGA Conference (Virtual—August 2022)
2022	Adobe MAX Conference (Virtual—August 2022)
2020	"Getting It Published": A University of Illinois Press Publishing Symposium Panel (Virtual—November 2020)
2020	Virtual Tour of Hamilton Wood Type Museum (September 2020)
2020	The State of Black Design, streaming event (September 2020)

PROFESSIONAL EXPERIENCE

Professional Practice

2022	Hello Realty Photos, promotional postcard development Cuyahoga Falls, OH (March 2022)
2022	Beachwood Schools Foundation, identity development. Beachwood, OH (March 2022)
2021	Hello Realty Photos, identity & collateral development. Cuyahoga Falls, OH (October 2021)
2020	CowaLUNGa, theme graphic concepts, promotional materials. Respiratory Healthy Association. Chicago, IL (February 2020) *Co-authored with Scott Mann*
2020	Alison Theiss, Democrat for Ohio House Seat, District1, identity development & letterhead. Wooster, OH (February 2020)
2019	Blue Eye, Doorstep Disposal, stationary. Fuquay-Varina NC (July 2019)
2019	Waccamaw Community Foundation, Nonprofit, identity development & postcard. Murrells Inlet, SC (June 2019)
2019	Blue Eye, Doorstep Disposal, t-shirts. Fuquay-Varina NC (September 2019)
2019	CowaLUNGa, theme graphic concepts, promotional materials. Respiratory Healthy Association. Chicago, IL (May 2019) *Co-authored with Scott Mann*
2019	Blue Eye, Doorstep Disposal, identity development. Fuquay-Varina NC (September 2018)
2018	Hustle Chicago, theme graphic concepts. Respiratory Healthy Association. Chicago, IL (September 2018) *Co-authored with Scott Mann*
2018	Courage To Quit & Counsel To Quit, identity development. Respiratory Healthy Association. Chicago, IL (August 2018) *Co-authored with Scott Mann*
2018	CowaLUNGa, theme graphic concepts, promotional materials. Respiratory Healthy Association. Chicago, IL (May 2018) *Co-authored with Scott Mann*

Related Professional Experience

Art Director
Geometry Global *(formerly JWT Action)*
Akron, OH
2011–2014
Shopper Marketing, in-store elements and publication advertisements for high-profile clients such as: Disney, Nestlé, Kimberly-Clark, Unilever, Philips Norelco, John Deere, Sherwin Williams, Johnson & Johnson. Developed in-store materials for large retailers such as: Target, Walmart, SAMS Club, K-Mart, Toys-R-Us, Babies-R-Us and Costco.

Art Director / Video Editor
Anthony Thomas Advertising
Akron, OH
2005–2011
Responsible for projects from concept to completion, including but not limited to, National Sales meetings, packaging lines, company collateral and product catalogs. Oversaw re-branding, redesign and pre-press. Video editing and production. Catalog design, indexing & printer spreads.

Children's Book Designer
Picture Me Press *(formerly Playhouse Publishing)*
Akron, OH
2005
Designed children's books, working with editors and photographers. Created books from illustrating concepts via storyboards, orchestrating and directing photo shoots. Building white paper prototypes for specialty books.

Freelance Graphic Designer
Malone Advertising
Akron, OH
2005
Production and pre-press

Publication Designer
Meister Media Worldwide
Willoughby, OH
2003–2005
Cover design and page layout of several monthly agricultural publications. Collaborated with copywriters, editors and production.

Graphic Designer
Diversa Advertising
Kent, OH
2001–2002
Worked directly with clients and printers to deliver in the areas of packaging design and promotional pieces. Managed printer quotes and pre-press.

Graphic Designer
Szalay Design Associates
Akron, OH
2000–2001
Worked closely with clients to develop specialized promotional materials.

Professional Organizations

Letterform Archive *(2021–2022)*
AIGA, South Carolina *(2017–2022)*
CAA, College Art Association *(2020–2021)*
AIGA, Cleveland, Ohio (1997–1999, *2017*)

Technical Skills

Mac OS
Adobe Photoshop CC 2023
Adobe InDesign CC 2023
Adobe Illustrator CC 2023
Adobe Dimension CC 2023 (basic)
Adobe After Effects CC 2023 (basic)
Final Cut Pro (basic)
Flash CC (basic)
HTML & CSS (basic)
Tumult Hype 3 (basic)
Quicktime Pro
PowerPoint / Keynote
MS Office

Professional Skills	Foundations
	Pre-press, production
	User Experience
	Motion Design
	Shopper Marketing
	Design Research
	Advertising & Marketing
	Identity Development
	Branding / Standards
	Point-of-Purchase Displays
	Children's Publication Design
	Publication Design
	Package Design
	Video Editing
	Storytelling
	Typography
Learning Management Systems	Miro
	Canvas
	Blackboard
	Moodle
Professionally Related Skills	Film Photography
	Digital Photography
	Type High Letterpress
Client List	United States of America—tourism division, The Walt Disney Company, Nestlé, Unilever, Philips-Norelco, Johnson & Johnson, Kimberly-Clark, John Deere, Sherwin Williams, Matco Tools, TRUCKS TV, PowerBlock, TRUCK-U, Country Pure Foods, Respiratory Health Association, Blue Eye Doorstep Disposal and Hello Realty Photos. Retailers such as Target, Walmart, SAMS Club, K-Mart, Toys-R-Us, Babies-R-Us, CVS, & Costco. Non-profits such as The Cleveland Museum of Natural History, The Waccamaw Nonprofit Summit and The Beachwood Schools Foundation.
Link to Professional Portfolio	http://leighhughes.org/professional-work/