

Ruth M. Holladay

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EDUCATION

Master of Fine Arts | *Drawing & Painting*

California State University, Long Beach (May 2019)

Bachelor of Fine Arts | *Illustration*

Rhode Island School of Design (May 2015)

SKILLS

- Interpersonal communication & writing
 - Organizing, coordinating, and planning events
 - LMS software for asynchronous teaching: Canvas and D2L
 - College-level teaching for 2-D design & drawing concepts
 - Artwork production for clients
 - Adobe Illustrator & Adobe Photoshop
 - Remote team collaboration on Google Drive, Box, Smartsheet, and Microsoft Teams
 - Microsoft PowerPoint, Excel, & Word
 - Drupal webpage editing
 - iMovie & Panopto video editing
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PROFESSIONAL EXPERIENCE

Administrative Support Assistant II | *UArizona School of Natural Resources & the Environment*

Spring 2023 to Present (1.0 FTE) | Winter 2021 to Spring 2023 (0.5 FTE)

- Event planning, including design of advertising materials and management of media
- Timely dissemination of information via weekly Mailchimp newsletters and email announcements
- Composing and formatting forms, instructional materials, and surveys
- Updating the SNRE and DSCESU websites via Drupal
- Coordinating and planning travel accommodations, meetings, interviews, and seminars
- Other administrative support related to: P&T, APR, building management, onboarding, meeting minutes

Continuing Education Instructor | *Rhode Island School of Design – Adult Extension Program*

Winter 2022 to Present – 6 Week Courses

- Taught Adobe Illustrator I course asynchronously (Winter 2022)
- Teaching Digital Drawing from Observation course asynchronously (Spring 2023, Fall 2023, Winter 2024, Spring 2024; will teach in Fall 2024)

Adjunct Professor | *Pima Community College – Digital Arts Program*

Fall 2021 to Spring 2022 – 4 Semester Hours

- Planned 16-week DAR 101 (Color Rendering & Theory) curriculum
- Taught digital tools on Adobe Photoshop & Adobe Illustrator
- Taught foundation design & drawing principles

Adjunct Professor | *Embry-Riddle Aeronautical University – Simulation Science, Games & Animation Program*

Fall 2020 – 3 Semester Hours

- Planned Digital Illustration curriculum for the Fall 2020 semester
- Taught digital tools on Adobe Photoshop & Adobe Illustrator
- Taught foundation design & drawing principles

Drawing & Painting Instructor | *The Drawing Studio*

Winter 2020 to Fall 2021 – Part Time

- Teaching 1 to 4-session drawing and painting workshops (remotely and in-person)
 - Classes include plein air painting, animal painting, figure drawing, and landscape composition
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FREELANCE CLIENT WORK

Advertising Materials | *Therapeutic Riding of Tucson*

Winter – Fall 2021 –Flyer, forms, invitations, event program

Flyer | *Owl & Panther*

Spring 2021 – Flyer

Illustrations | *The Artie Institute*

Winter 2021 – Magazine cover illustrations

Re-Branding | *Southern Arizona Symphony Orchestra*

Winter 2021 – Edits for logo and brand colors; website design

ART SHOWS / AWARDS

Tohono Chul | *THE ELEMENTS: FIRE*

Fall 2022 – Juried Group Show

Sonoran Plein Air Painters | *Painting Out, Painting In*

Fall 2022 – Juried Group Show

UArizona Museum of Art | *Picturing 2020: A Community Reflects*

September 2020 – Virtual Group Show

3 Square Art | *Figure That! 3rd Annual Exhibition*

July 2020 – Juried Group Show