

Kayleigh Fogle

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Education

- 2020 MFA, Fine Arts, Columbus College of Art & Design, Columbus, OH
- 2017 BFA *magna cum laude*, Graphic Design, The University at Buffalo, Buffalo, NY
- 2017 BA *magna cum laude*, English (Creative Writing), The University at Buffalo, Buffalo, NY
- 2017 Eastern Michigan University, Ypsilanti, MI (Textile Design courses)
- 2014 College at Brockport, Brockport, NY (Graphic Design & Creative Writing courses)

Teaching Experience

- 2019 Teaching Assistant, Columbus College of Art & Design, Columbus, OH
(Motion for Illustration, Fall 2019)
- 2019 Teaching Assistant, Columbus College of Art & Design, Columbus, OH
(Printmaking Introduction Silkscreen, Spring 2019)
- 2018-2020 Teaching Assistant, Saturday Morning Art Classes (SMAC), Columbus College of Art & Design, Columbus, OH
(Creating Characters, Grades 5-6, Fall 2018, Spring 2019, Fall 2019, Spring 2020)

Exhibitions

- 2020 **Group Exhibition**, *Virtual MFA Thesis Exhibition*, Columbus College of Art & Design, online at <https://www.ccad.edu/virtual-mfa>
- 2019 **Group Exhibition** (with Amie LeGette), *Play in the Rain*, AIR-Y June Exhibition, Kofu, Yamanashi, Japan
- 2019 **Group Exhibition**, *CHROMA*, Columbus College of Art & Design, Columbus, OH
- 2018 **Group Exhibition**, *POW!* Juried Comic Arts Exhibition (juror James Anderson), Northville Art House, Northville, MI
- 2017 **Group Exhibition**, *Interspectra*, BFA Senior Thesis Exhibition, Silo City, Buffalo, NY
- 2015 **Group Exhibition**, 2015 Rumsey Competitive Exhibition, The University at

Buffalo, Buffalo, NY

Lectures/Workshops/Residencies

- 2019 June Resident Artist, AIR-Y (Artist in Residence Yamanashi), Kofu, Yamanashi, Japan
Food Character Workshop, AIR-Y, June 15.
- 2019 *Finding Comfort*, MFA Soup Talk Series, Columbus College of Art & Design, Columbus, OH, February 14.

Awards/Grants/Scholarships

- 2019 Graduate Student Enrichment Grant, Columbus College of Art & Design, Columbus, OH (Spring 2019, Fall 2019)
- 2018 Honors Scholarship, Columbus College of Art & Design, Columbus, OH
- 2018 Best in Show at *POW!* Juried Comic Arts Exhibition, Northville Art House, Northville, MI

Self-Published Game Releases/Interactive New Media Projects

- 2020 *Apple & Worm's Day Out*, Unity 2D project, released as a free public browser demo on itch.io, March 13.
- 2020 *fabric*, Unity 2D project submitted to Global Game Jam 2020, released as a free public browser game on itch.io, February 4.
- 2020 *Sprout Garden*, bitsy project submitted to January! Second Chances!, released as a free public browser game on itch.io, January 27.
- 2019 *My Friend Melon*, RPGMaker MV project demo exhibited at AIR-Y, released as free public download on itch.io, September 19.
- 2018 *Make Good Music* prototype, interactive sound-based art object using Arduino, laser-cut enclosure & arcade buttons.
- 2017-2018 *Walk With Me*, RPGMaker MV project exhibited at *Interspectra*, released as free public download on itch.io, initial stable release (1.0) May 5, 2017 – latest stable release (2.1) April 10, 2018.