

Kayleigh Fogle

Illustrator, Maker, Designer

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Strengths 2D Illustration, Game/Toy/Character Design, 2D Animation, Soft Goods (product design & textiles)

Education **Columbus College of Art & Design** | Graduate Study | 2018-20
Master of Fine Arts, May 2020
University at Buffalo | State University of New York | 2014-17
Bachelor of Fine Arts: Graphic Design, May 2017
Bachelor of Arts: English (Creative Writing), May 2017
Eastern Michigan University | Graduate Study | Fall 2017
Graduate-level coursework in textiles & graphic design history
College at Brockport | State University of New York | 2012-14

Skills

| | |
|----------------------|--------------------------|
| Adobe Creative Suite | 2D Illustration & Design |
| -Photoshop | - Digital |
| -InDesign | - Traditional |
| -Acrobat | |
| -Premier Pro | Mac & Windows OS |

Work Experience

Personal Brand & Online Sales | 2014-present
Managed online shop (Soft Egg Friend), participated in physical & virtual art fairs, developed identity and branding

Freelance Illustrator | 2020
Illustrated characters for book publication, client I. David Cohen

AIR-Y Resident Artist | June 2019 | Kofu, Yamanashi, Japan
Created original interactive work for exhibition, hosted adult illustration workshop, designed print collateral for AIR-Y events, adhered to production schedule

TA for College-Level Courses | Spring 2019-Fall 2019
Gained experience in a classroom environment teaching & assisting Introductory Silkscreen & Motion for Illustration elective courses at CCAD

Saturday Morning Art Class (SMAC) Assistant | 2018-2020
Gained experience in a classroom environment teaching & assisting a "Creating Characters" course (5th-6th grade level)

Part-Time Position | Michaels | Novi, MI | July 2020-present
Part-Time Position | Target | Brighton, MI | July 2017-July 2018
Gained experience in satisfying customer needs, managed multiple tasks in an efficient manner