

LINH O'BRIANT

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EDUCATION

M.F.A. GRAPHIC COMMUNICATIONS

University of Houston, Houston, TX | May 2014

Thesis: Intersection of Two-Dimensional Type Design and Origami Design

B.F.A. GRAPHIC DESIGN

Minor: Sculpture

University of South Alabama, Mobile, AL | June 1995

TEACHING EXPERIENCE

UNIVERSITY OF HOUSTON

Instructor On Record | Jan 2013 – Dec 2013

Fundamentals of Graphic Design

Provided an environment where students are encouraged to explore concept developments and design processes. Incorporated hands-on methodologies to help students develop a better understanding of craft, problem solving and process making.

Instructor Assistant | August 2012 – May 2014

Assisted in creating a learning environment that encourages critical thinking, concept development, and process making. Gave demonstrations to help students understand the project assignments. Responsible for maintaining the department library and classroom equipments. Created different teaching materials and suppliments to aid with students learning.

ITT TECHNICAL INSTITUTE

Adjunct Faculty | Sept 2009 – Dec 2010

Intro to Design

Provided an environment where students are introduced and taught graphic design fundamentals. Different methodologies and real-work projects were implimented to help with students learning. Students were also taught the importance of developing a concept and taking the concept to its final visualization.

Basic Design Theory and Methods

Provided an environment where students were given opportunities to develop critical skills needed to understand the Gestalt principles, not only technically but also visually and conceptually. Develop a systematic approach that included real working experiences to aid students understanding and practice of the design process. Helped students understand the process of producing art and the personal insights gained through the experience of creating their own artwork.

Graphic Design Production Processes

Provided an environment that allowed students to focus on the visual and artistic aspects of the production side of graphic design. Real work experiences and projects were implemented to provide students a hands-on expirience with design production, which focused on text processing, typesetting, printing formats, color correction, page layouts, and pagination.

Digital PrePress

Provided an environment that gave students an advanced look and practice to prepress requirements and techniques. The class focused on integrating software such as Adobe InDesign, Adobe Illustrator, and Adobe Photoshop with the skills needed to produce print-ready files and proofs.

Design Project

Provided an environment where students are encouraged to develop a keystone project from start to finish. Research and critical thinking were encouraged and implimented. The project allowed the students to demonstrate their understanding of design and the skills and knowledge needed for project execution. Students were also taught the importance of planning, managing, and executing the project within the designated time.

Audio and Video Techniques

Provided an environment where students are introduced to the fundamentals of audio and video design. Developed projects to help students gain skills in Adobe Premier and SoundBooth.

Rapid Visualization

Provided an environment where students are introduced to different sketching and drawing techniques and methods to help them understand the importance and usefulness of quickly visualizing their ideas and concepts.

UNIVERSITY OF SOUTH ALABAMA

Adjunct Faculty | June 2001 – Aug 2001

Desktop Publication

Provided an environment where students were taught to develop their software skills using Adobe Photoshop, Illustrator, QuarkXpress and Macromedia Freehand. Developed real-world projects to help students understand how to implement all three applications into one design.

EXHIBITIONS

MASTER THESIS EXHIBITION

Blaffer Museum, Houston, TX | Spring 2014

SPRING STUDENT ART EXHIBIT (Juried)

MD Anderson Library, Houston, TX | Spring 2013

UNIVERSITY OF HOUSTON SCHOOL OF ART STUDENT ART SHOW

Blaffer Museum, Houston, TX | Spring 2013

MAIN EVENT, UHGAP AND HOUSTON ZOO CONSERVATION POSTER EXHIBITION

Houston Zoo, Houston TX | Fall 2012

GRADUATE SEMINAR ART EXHIBIT

University of Houston, Houston TX | Fall 2011

UNIVERSITY OF HOUSTON STUDENT ART SHOW

University of Houston, Houston TX | Fall 2011

FIRST NIGHT MOBILE ART EXHIBITION (Juried)

Mobile, AL | December 1996

STUDENT ART EXHIBIT (Juried)

University of South Alabama, Mobile, AL | Spring 1994

ACADEMIC AWARDS

PRESIDENTIAL GRADUATE FELLOWSHIPS

University of Houston | Fall 2011, Spring 2012, Fall 2012, and Spring 2013

HOLT-WICH SCHOLARSHIP

University of Houston | Fall 2011, Spring 2012, and Spring 2013

DOCTORAL STUDENT TUITION FELLOWSHIP

University of Houston | Spring 2012, Fall 2012, and Spring 2014

GRADUATE TEACHING TUITION FELLOWSHIP

University of Houston | Spring 2013 and Fall 2013

BLAIN, LARUTH INT DESIGN ENDOWMENT

University of Houston | Fall 2012 and Spring 2013

UHGAP GRAPHIC COMMUNICATIONS SCHOLARSHIP

University of Houston | Spring 2013

FRIENDS ART PROGRAM SCHOLARSHIPS

University of Houston | Fall 2013 and Spring 2014

AWARD

TPAP (Teaching Performance Award Program)
ITT Technical Institute | Winter 2009 and Summer 2010

PROFESSIONAL EXPERIENCE

LNO DESIGN

Owner | Mobile, AL | March 2008 – July 2011

Managed small graphic design company that specialized in print design for small businesses and non-profit organizations.

CROWN PRODUCTS

Lead Creative Designer | Mobile, AL | May 2006 - Nov 2007

Responsible for designing all in-house advertisements for a nationwide promotional marketing company. Advertising materials included annual catalog, seasonal flyers, magazine advertisements, email blast, and others. Collaborated with the marketing department to develop marketing strategies to promote company's products. Established a departmental graphic design internship program geared to train and provided local graphic design students with work experiences. Supervised, trained, and evaluated graphic designers' work performance and creativity. Created and developed company's corporate branding standard. Worked closely with off-set and web printing companies to ensure print quality.

VISUAL IMPACT COMMUNICATIONS, INC

Art Director | Mobile, AL | May 1999 - May 2006

Managed and coordinated graphic design projects from concept through completion for national and international companies including Canon, Olympus, Sprint, U.S. Cellular, and Brother. Supervised, trained, and evaluated production artists' job performance and creativity. Designed corporate logos, stationary, and business cards to promote business growth. Directed photo shoots for client's sale promotions.

GAYFERS | DILLARD'S DEPARTMENT STORE

Graphic Designer | Mobile, AL | Feb 1998 - Oct 1998

Responsible for designing printed materials for a major department chain that consisted of 114 sister stores. Conceptualized, designed, and produced corporate catalogs, newspaper ads, and free-standing inserts. Worked with vendors to develop product promotional line.

TECHNICAL SKILLS

PLATFORMS

Macintosh and Windows

SOFTWARE

Proficient in Adobe InDesign, PhotoShop, and Illustrator

Working knowledge of Adobe AfterEffects, Audition, Premier, Dreamweaver, Flash, and Rhino

EQUIPMENT

Working knowledge of vinyl cutter, laser cutter, 3D printer, and CNC router