

Megan Farrell

Education

Rhode Island School of Design

Bachelor of Fine Arts — 2016

with honors

Illustration

Concentration in History of Art
& Visual Culture

Concentration in Nature, Culture,
& Sustainability Studies

European Honors Program — 2015
Rome, Italy

Awards & Exhibitions

Earthly Pleasures — 2016

RISD Museum — Providence, RI

One of the curators for an exhibit of ukiyo-e prints. Responsibilities included composing essays in exhibition catalog, producing object plaques, oversaw exhibition design. Exhibition chosen for spring 2016 rotation in museum galleries.

Versus — 2016

ISB Gallery — Providence, RI

Curator and contributing artist for a show of seven artists including illustrators, painters, and game designers. Responsibilities included curation, installation and marketing.

Formal — 2015

Piazza Cenci — Rome, Italy

Active member of the curatorial team and featured artist for a show of twenty artists. Gave gallery presentation.

Triennial Exhibition — 2015

Woods Gerry Gallery — Providence, RI
contributing artist. Show was juried by faculty members.

Experience

RISD Museum of Art

Dept. of Prints, Drawings & Photographs

Jean Fain Memorial Internship — 2016

Preparation/ Preservation Assistant —

2014-2016

Providence, RI

Wrote conditions reports and updated files using museum database system.

Prepared and framed works for exhibition and loans. Assisted in paper conservation, material tests and analysis.

Worked collaboratively across museum departments.

AMMO Books

Marketing Design Intern — 2015

Los Angeles, CA

Designed and distributed marketing material. Edited publishing proofs

Produced mock ups for upcoming releases. Office administration including mailings, e-blasts, and meeting notes.

Teaching Assistant

RISD European Honors Program — 2015

Rome, Italy

Organized and composed lecture slides and notes for history of art and architecture course. Researched and prepared additional study materials for on-site visits. Planned visits, trips, and course material.

Related Studios

Project Management for Designers

UCLA — 2016

Produced project management documents for all phases of multimedia, design and exhibition projects including strategy planning, team organization, budgeting, scheduling and evaluation.

Skills

Museum & Exhibition

Ability to teach and speak about works of art to groups of varied backgrounds. Experience curating objects into a cohesive and compelling exhibit including research and design. Experienced with matting and framing works on paper.

Artistic

Strong storytelling and visual narrative skills. Excels at translating abstract and complex information into relatable and evokative image. Curate information in clear graphic design. Ability to combine image and text into cohesive compositions and layouts. Knowledgeable about digital and film photography. Ability to carry concepts through initial sketches to finished products. Experienced with surface design and patterning. Familiar with publishing standards, layouts, and book making.

Digital

Adobe Photoshop, Illustrator, InDesign, virtual reality platforms, Excel, Microsoft Office, Sketchup, Google drive, CSS and HTML.

Educational

Deliver engaging lessons geared towards specific age groups, encourage curiosity and exploration while maintaining structure of a group, excel within time and budget restraints.

Personal

Detail-oriented, ability to work independently while contributing to a group, collaborative, effectively prioritize tasks, organized, flexible, resourceful, quick thinker.

Get in touch—

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