Ryan Musselman
Graphic Design // Animation

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EDUCATION

2013   Virginia Tech, Blacksburg, VA // School of Visual Arts
MFA, Creative Technologies

2010   Iowa State University, Ames, IA // College of Design
BFA, Graphic Design

DESIGN & ANIMATION EXPERIENCE

April 2014 - Present   **HUE&CRY, Richmond, VA // Designer / Animator**
hueandcry.tv

July 2013 - March 2014   **Freelance Animator**
Freelance animation for several agencies in Richmond, VA including The Martin Agency, Running With Scissors, StudioSquared, HUE&CRY, and Fuel Creative working on a variety of projects for clients including Oreo, Walmart, Pizza Hut, Straight Talk Wireless, Chips Ahoy, and Stolichnaya.

Summer 2013   **The Martin Agency - Running With Scissors, Richmond, VA // Intern**
Animation for various clients including Oreo, Walmart, Pizza Hut, and Straight Talk Wireless.

2008 - Present   **Blue Stars Drum & Bugle Corps, La Crosse, WI**
Conceptualize and execute works from start to finish, including: printed materials, souvenirs, web graphics, videography, and DVD production.

TEACHING EXPERIENCE

Virginia Tech, Blacksburg, VA // School of Visual Arts

Spring 2013   Art 3565 - Intermediate Visual Communication I // Instructor
Sophomore level Visual Communication Design studio course teaching design layout, technical and concept development, communication skills, and a variety of design methodologies.

Fall 2012   ART 3574 - Motion Graphics & Typography // Instructor
Taught principles of animation, color theory, and typography in After Effects. Students learn to create a narrative applying visuals, motion, and sound, with an emphasis on typography.

Fall 2012   ART 1604 - Principles of New Media // TA for Vinny Argentina
Studied new media art and technology through research and development of contemporary art and design.

Spring 2012   ART 2604 - Intro to New Media // Instructor
Introduced basics of time based media, video editing, motion graphics, and story telling in After Effects and Premiere Pro.

Spring 2012   ART 3574 - Motion Graphics // TA for Vinny Argentina
Explored principles of animation, color theory, and typography in After Effects. Students learn to incorporate visuals, motion, sound, and typography to create a narrative.

Spring 2012   ART 2984 - Special Topics: Typography I // TA for Dr. Troy Abel
Learned the fundamentals of visual communication problem solving through typography.

Fall 2011   ART 4504 - Advanced Visual Communications I // With Dr. Troy Abel & Ben Hannam
Used a variety of design methodologies to help students develop a personal branding system and build their portfolio.

Iowa State University, Ames, IA // College of Design

Fall 2010 - Spring 2011   ARTGR 275 & 276 - Graphic Design Technology I & II // Instructor
Introduced basic technical skills and design theory using Illustrator, Photoshop, InDesign, Dreamweaver, HTML, CSS, Flash, and Cinema 4D.

Spring 2010   ARTGR 484 - Motion & Broadcast Graphics // TA for Dr. Troy Abel
Applied existing knowledge of graphic design principles to motion graphic. Students learn to incorporate visuals, motion, sound, and typography to create a narrative using After Effects.

Spring 2009 & Spring 2010   DSN 102 - Design Studio I // Peer Mentor
Explored basic skills and ideas shared across various design disciplines.

EXHIBITIONS & HONORS

Spring 2014   William Preston Society Thesis Award for
Innovative Application of Technology in an Electronic Thesis

Spring 2012   Outstanding Graduate Student // Virginia Tech, School of Visual Arts