JULIA DEARRIBA-MONTGOMERY

PROFESSOR OF DIGITAL MEDIA ART & DESIGN
ARTIST

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EXPERIENCE

PROFESSOR OF DIGITAL MEDIA ART & DESIGN: Florida State College at Jacksonville (Jacksonville, FL), 2005 - present

- Instruct Bachelor of Applied Science (BAS) and Associate of Science (AS) level students in the field of Digital Media Art and Design. Courses include digital imaging, time-based-media, motion graphics, advertising, 3D fabrication and creative problem solving
- Instruct students in capstone course, facilitating group campaign projects linked to various educational and community programs
- Faculty lead in curriculum development and updates for AS, BAS, and certificate programs
- Faculty liaison for the Jacksonville Science Festival (2014-18) and the fine and performing arts departments
- Assisted in implementation of 3D printing lab for Digital Media and Visual Arts programs
- Faculty contributor and facilitator for Author Series Student Exhibitions (2011-present)
- Chaired and participated in multiple search committees throughout campus degree programs
- Implemented pilot program with iPad Pros
- Collaborated with Dance program in the creation of performance animations displayed during "Choreographer's showcase" (2015)
- Chaired Faculty Resource Center committee (2008 – 2012)

VISUAL DESIGNER: TEDxFSCJ (Jacksonville, FL), 2017 - present

- Create graphics for marketing TEDxFSCJ events
- Facilitate sizing for various media outlets for events, including screen and print
- Assist and advise speakers on visual material for TEDxFSCJ
- Facilitate student internships with TEDxFSCJ from Digital Media and Converged Communications programs
- Develop style and visual aesthetics for all promotional material
- Consult on and develop arts-centered salons and main event speakers

ADJUNCT INSTRUCTOR: University of South Florida (Tampa, FL), 2005

- Instructed university students in the field of digital media and art

- Created curriculum with faculty members for course with emphasis on time-based-media
- Assist in technical applications of various computer-based software programs.

EDUCATION

MASTER OF FINE ARTS: Interdisciplinary Studio Arts. University of South Florida (Tampa, FL), 2004

MASTER STUDIES: Art Education. University of South Florida (Tampa, FL), 2001

BACHELOR OF FINE ARTS: University of Central Florida (Orlando, FL), 1995

EXHIBITIONS

FACULTY ART EXHIBITION: Florida State College at Jacksonville Wilson Center for the Arts Gallery (Jacksonville, FL), 2005-2018

SUM AND SUBSTANCE: Space Gallery (Jacksonville, FL), 2018. Collaboration with Dustin Harewood, motion graphics

CREATIVITY MEETS TECHNOLOGY: Daryl Bunn Studios (Jacksonville, FL), 2016

SURVIVING TO THRIVING: Women's Center of Jacksonville (Jacksonville, FL), 2016/17

CONSTRUCT 3D ART EXHIBITION: Orlando Convention Center (Orlando, FL), 2015

VIRTUALLY SOLID: DIGITAL FABRICATION AS SCULPTURE: Florida State College at Jacksonville Wilson Center for the Arts Gallery (Jacksonville, FL), 2015

INVITATIONAL SCULPTURAL EXHIBITION: Florida State College at Jacksonville Wilson Center for the Arts Gallery (Jacksonville, FL), 2011

PUBLICATIONS

DIGITAL IMAGING FUNDAMENTALS: Author, 2018. Kendall Hunt Publishing.

ARBUS MAGAZINE: Featured article, 2016.

MOTION GRAPHICS-PRINCIPLES AND PRACTICES FROM THE GROUND UP: Content Reviewer, 2016. Bloomsbury Publishing.

SKILLS

- **Graphic Design**
- **Digital Imaging**
- **Animation and Motion Graphics**
- **3D Modeling and Fabrication**
  - Filament and Resin based printing
- **Adobe Creative Cloud Suite**
  - Photoshop
  - Illustrator
  - After Effects

Premier
Acrobat
Dreamweaver

- **Autodesk**
  Maya
  Mudbox
  Meshmixer
  Fushion 360
- **Simplify 3D**
- **Microsoft 365**
  Word
  Excel
  Outlook

REFERENCES   Available upon request