



Profile

Rieko is a Baltimore-based digital artist who has a professional background in graphic design, motion design, video editing, interactive design and illustration. She is passionate about creating visual narratives in any medium.



Exhibition Highlights

LIGHTS OUT at BRENTWOOD ARTS EXCHANGE

Jun. 3–Aug. 17, 2024

Scene 1 of the frame-by frame animation, *Origin*, was a part of a video and digital animation group exhibition in the Main Gallery.

ASIA NORTH at 16 W. NORTH AVE. GALLERY of STATION NORTH ARTS DISTRICT

May 3–Jun. 1, 2024

The digital collage, *Love + Home + Baltimore* was shown as one of the 33 artists with a APIMEDIA (Asian, Pacific Islander, Middle Eastern and Desi American) background from DC, MD & VA states.

SPRUNG 8 at BIG SCREEN PLAZA and ARTHOUSE.NYC

Mar. 11–Apr. 15, 2024

Selected as one of the 14 best works, the animation, *Ring de Kaleidoscope* was shown at Big Screen Plaza for 3 weeks and at Arthouse.NYC for 2 weeks in New York City.

[For more details, please see the exhibition history here.](#)



Curriculum Development

Rieko Chacey developed UX/UI Design principle video and discussion materials for the Information Studies icourse, INST104: Design Across Campus, organized by the Program Director, Professor *Kate Shilton*, Associate Professor & Program Co-Director of the BS in Social Data Science in the College of Information Studies at University of Maryland College Park.



Mentored Students' External Recognitions

Hyejin Jo won the most prestigious Silver award in the DC Regional American Advertising Design contest with her work, *Kingdom* in the student design category in 2020. She was the only award winner that year.

Earl Mary Jeane Mangilit and *Jasmine Crisostomo*, won an award with their *Design Link* in the UX/UI category at FLUX 2020, a national AIGA student design competition. Approximately 22% of the over 700 entries received such recognition.

Dawson Hoppes won an award with his *Instacart-promo* in the Video/Motion Graphics category at FLUX 2019, a national AIGA



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student design competition. Approximately 25% of the over 800 entries received such recognition. The winning projects were created in ARTT 456 Motion Design in Spring 2019.

Dawson Hoppes won an award with his *Blue Light* in the Video/Motion Graphics category at FLUX 2019, a national AIGA student design competition. Approximately 25% of the over 800 entries received such recognition. The winning projects were created in ARTT 456 Motion Design in Spring 2019.

Richa Mishra won the 2019–2020 *AIGA Worldstudio Scholarship*. She was one of 16 winners out of 333 applicants nationally—students attending art and design programs at colleges and universities across the country. Nine scholarships and seven honorable mentions awards were granted to applicants whose work focuses on social, environmental, and cultural impact in three categories: Illustration, Photography, and Graphic Design. Out of all the winners, she was awarded the highest amount of scholarship, \$5000.

Lily Huang won Honorable Mention in the Video, Television, & Motion Graphics category at *FLUX* 2018, a national AIGA student design competition. Approximately 14% of the nearly 900 entries received such recognition. The winning project was created in ARTT 356 Graphic Design Processes in Fall 2018.

Gary Crisostomo won an award in the Identity category at *FLUX* 2018, a national AIGA student design competition. Approximately 14% of the nearly 900 entries received such recognition. The winning project was created in ARTT 356 Graphic Design Processes in Fall 2018.

Richa Mishra won the 2019 *American Advertising Federation of Baltimore scholarship*. AAFB selects only 5 recipients among undergraduate & post-graduate students across multiple academic disciplines such as advertising, communications, journalism, radio/TV, commercial art, photography, marketing, public relations or any related advertising fields in all the universities & colleges in the state of Maryland.

Gary Crisostomo won the 2019 *Alexander & Tom Digital Scholarship* from *American Advertising Federation of Baltimore*. AAFB selects only 5 recipients among undergraduate & post-graduate students across multiple academic disciplines such as advertising, communications, journalism, radio/TV, commercial art, photography, marketing, public relations or any related advertising fields in all the universities & colleges in the state of Maryland.

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Education

Master of Fine Arts in Integrated Design
School of Communications Design
University of Baltimore, Baltimore, MD
Summer 2007–Spring 2012



Bachelor of Science in Fine Art

with Graphic Design Concentration
College of Fine Arts & Communication
Towson University, Towson, MD
Fall 1999–Fall 2003



Teaching Experience

Adjunct Faculty

Teaching *ART 365: Design for the WWW* and
EMF 380: Visual Effects I

Art + Design, Art History, Art Education Department and
Department of Electronic Media & Film
College of Fine Arts & Communication,
Towson University in Towson, MD
January 2021–Present



Adjunct Faculty—Remote

Teaching GD 221: Introduction to Web Design online and
GD 431: Web Studio I online
Pennsylvania College of Art & Design, Lancaster, PA
January 2023–Present



Full-time Lecturer in Graphic Design & Interactive Media
The Department of Art in the Division of Arts & Humanities
University of Maryland College Park in College Park, MD
August 2018–June 2022

Interim Graphic Design Program Director



The Department of Art in the Division of Arts & Humanities
University of Maryland College Park in College Park, MD
August 2020–May 2021

Academic Advisor for Graphic Design Concentration Students

The Department of Art in the Division of Arts & Humanities
University of Maryland College Park in College Park, MD
August 2020–December 2021

Graphic Design **Internship Faculty Advisor & Coordinator**

The Department of Art in the Division of Arts & Humanities
University of Maryland College Park in College Park, MD
January 2019–December 2021

Responsibilities at University of Maryland College Park

- Taught the following Graphic Design & Interactive Media courses

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ARTT 799: Master's Thesis Research
ARTT 480: Honors Seminar
ARTT 457: Advanced Interactive Design
ARTT 456: Motion Design
ARTT 386: Graphic Design Internship
ARTT 357: Interactive Design
ARTT 356: Graphic Design Processes
INST104: Design Across Campus

- Managed all the administrative duties of Graphic Design Program during 2020–2021 as the Interim Graphic Design Program Director
- Conducted academic advising and graduation clearance to Graphic Design Concentration students for their degree progress, permission for courses and degree completion
- Recruited, hosted, organized and facilitated Clarvit Fund Design Lecture series and events
- Organized, reviewed & selected Graphic Design applicants to be screened into Graphic Design Concentration Program
- Organized, reviewed & selected the Clarvit Design Scholarship recipients and the Department of Art Van Crews Jr. Scholarship recipients among students who have been admitted into the Graphic Design Program
- Supervised and coordinated Graphic Design Internship for students to earn 3-6 credits of Graphic Design Elective courses
- Bridged communication between employers, alumni, and students regarding full-time design positions, freelance opportunities, and internships
- Provided support for students' job search & scholarship applications
- Communicated with prospective students and aided in recruitment efforts
- Monitored as faculty advisor for the Student Governed AIGA design student organization
- Reviewed and selected Art Department's Honors and various scholarship recipients
- Organized, promoted & coordinated students' entries to various design competitions
- Mentored and directed graduate students' work for their semester reviews in Master of Fine Arts program
- Updated content on the art department website & social media accounts during 2018–2020

Adjunct Faculty

Taught ARTD 116: Digital Imaging 1 and ARTD 109: Introduction to Interactive Media Art, Design & Interactive Media in the School of Technology, Art & Design Community College of Baltimore County in Essex, MD August 2017–August 2018



Adjunct Faculty

Taught ART 230: 2-D Computer Animation and ART 160: Time Based Media



Art + Design in the Arts & Humanities Division
Harford Community College in Bel Air, MD
August 2016–August 2018



College Service

Interim Graphic Design Program Director 2020–2021

Managed all the administrative and academic duties for the Graphic Design program and ran the program's lecture events such as the Clarvit Design Lecture Series. Set up and processed the platform for the Graphic Design screening submission website.

Academic Advisor for Students with Graphic Design Concentration 2020–2022

Conducted academic advising to students with the Graphic Design concentration for their degree progress and completion. Managed their graduation clearance.

Internship Coordinator for Graphic Design 2019–2021

Served as Graphic Design Internship Faculty Advisor by connecting employers and students. Mediated any conflicts and problems that rose between them. Graded the students based on their supervisor's reports, the student's performance, and the portfolio pieces created as a result of their job assignments.

Graphic Design Area Representative for Safety 2020–2022

Monitored the use and safety of the design studio and the upkeep and updating of equipment. Charged with the security of the design studio in case of emergency.

Art Department-wide Honors & Scholarships Selection Committee Member 2018–2022

Reviewed the portfolios and essays for each applicant with department-wide art disciplines. Met with, discussed, and selected the recipients with the committee.

Graphic Design Concentration Applicants Admission Committee Member 2018–2022

Reviewed the transcripts, portfolios, and essays for each applicant to be screened into the Graphic Design Program.

Graphic Design Program Scholarship Recipients Selection Committee Member 2018–2022

Created and organized the thank-you booklet for the donor. Communicated with and maintained good relationship with the sponsor. Hosted banquets where the donor meets the scholarship recipients to see the difference her generosity made in their academic career.

Clarvit Funds Design Lecture Series Facilitator 2018–2021

Summarized and reported on each lecturer, attendee, and seminar for the donor, to maintain transparency in the use of the funds. Recruited

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the lecturers, and coordinated, organized, and hosted the events.

Host of Department -wide Open House & Prospective Student Recruitment Events 2018–2021

Conducted the department-wide open house & tours on campus. Guided tour participants in each classroom & studio in the Art Department building. Answered questions & connected prospective students to the professors in their interested art disciplines.

Student Design Organization Advisor 2018–2021

Advised and supported the AIGA students' chapter in University of Maryland College Park. Later, became its own student organization. Processed paperwork and monitored it to ensure proper function as a student organization.

Makerspace Advisory Committee Member 2017–2018

Researched existing makerspaces in the local communities, academic institutions, and artists' societies to determine what equipment and facilities would be needed to build a new makerspace from scratch. Attended, discussed, and advised the committee to help the plan to succeed. Reported existing inventories, supplies, equipment, and facilities of the digital art studio to the committee to ensure optimal utilization for the makerspace.

Courses Taught

ARTT 799: Master's Thesis Research

Graduate directed study. Advise, monitor, & review graduate students' work to explore & refine their thesis in Master of Fine Arts Program

EMF 495: Production Directed Study

Directed production project of joint faculty/student interest. May be repeated for a maximum of 12 units, but only 3 units can count toward the Film/ Video/ Digital Media concentration (the other 9 units may be used as general electives); and only 6 units can count towards the Radio/Audio concentration (the other 6 units may be used as general electives).

ARTT 480: Honors Seminar

Team-taught seminar focusing on relationship between student's work and the theoretical context of contemporary art

ARTT 457: Advanced Interactive Design

Advanced concepts & techniques of interactive design & software. Emphasis on Usability, UX, UI, & Interactive Design Principles, App-based Information Architecture

ARTT 456: Motion Design

Explores Computer Graphics & Visual Communication Principles in a time-based context. Examination of fundamental design principles through digital projects that involve photo manipulation, digital illustration & animation

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GD 432: Web Studio I

Web Studio I students will implement responsive design techniques to provide the best user experience on all devices as they are introduced to other web programming concepts and languages.

EMF 380: Visual Effects I

Theory and practice of creating layered, time-based digital image and graphical manipulations with exercises in compositional and kinetic aesthetics.

ARTT 386: Graphic Design Internship

Undergraduate directed study. Advise and monitor Graphic Design students' professional development while communicating with their supervisors

ART 365: Design for the Worldwide Web

Authoring techniques as related to interactivity, information design and digital imaging

ARTT 357: Interactive Design

In-depth exploration of Interactive Design & Website Construction. Emphasis on Web Design, Web-Usability, Information Architecture, Responsive Web Design, the basics of HTML, CSS, & JavaScript

ARTT 356: Graphic Design Processes

Explores Computer Graphics & Visual Communication Principles in a time-based context. Examination of fundamental design principles through digital projects that involve photo manipulation, digital illustration, animation & digital publication design

ART 230: 2-D Computer Animation

Covers the principles of animation, cinematography, typography-in-motion, & techniques of clear & esthetic visual communication in the language of motion graphics

GD 221: Introduction to Web Design

This course introduces students to the concepts and practices necessary for creating functional websites and interactive designs while considering the importance of the user experience. Students will learn about linkage, optimizing images, and appropriate layout considerations as they create effective interactive designs. Emphasis is placed on competency with HTML and CSS.

ART 160: Time Based Media

Principles & techniques of effective Visual Communication with time-based media including sequential illustrations, sequential photography, comics, films, & animations to create linear & non-linear narratives

ARTD 116: Digital Imaging 1

An intermediate level course for photographers & designers to

learn the skills required for creating, manipulating, & publishing digital images for both print & interactive media with Adobe Photoshop®, & Adobe Illustrator®

ARTD 109: Introduction to Interactive Media

Explores the use of computer technology to enhance presentations, create interactive educational & training materials; Screen design, animation, & scripting with Adobe Animate®, Audacity, Adobe Photoshop®, HTML, & CSS

INST 104: Design Across Campus

What is design, who does it, and how is it done? There is no one answer to this question—it depends on who you ask. The answers to these questions vary across disciplines and across the University campus. This course, designed with modules from contributors in UMD programs including Information Studies, Human-Computer Interaction, Graphic Design, Immersive Media Arts, Journalism, Architecture, Landscape Architecture, Engineering, and Policy, will introduce students to the goals and values, approaches, skills, and practices of diverse fields of design. It will enable students to identify grand challenges in design and serve as a sorting hat to help students find a design practice that matches their own values, approaches, skills and goals.

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Industry Experience

Freelance Web Designer & Video Production Artist

November 2021–Present

- **Client:** Artist, *Bart O'Reilly*
Job: Renovated his portfolio website using Squarespace
- **Client:** *TBM Graphix LLC*
Job: Edited data and updated the design of the website, DayMyLane—www.daymylane.com
- **Client:** *Katie Shilton*, Associate Professor & Program Co-Director of the BS in Social Data Science in the College of Information Studies at University of Maryland College Park
Job: Created UX/UI Design teaching video & discussion materials for the Information Studies course, INST104 Design Across Campus, organized by the Program Director, Professor Shilton
- **Client:** *Montgomery College*
Job: Created the poster-making video explaining the principle of graphic design and step-by-step illustrating techniques. Designed and illustrated the poster for the musical, *South Pacific* by Rodgers and Hammerstein



Graphic Designer April 2006–November 2011

Baltimore Business Journal in Baltimore, Maryland

- Created advertisements, marketing promotional materials, logos, web graphics, event signs, & event collaterals
- Created motion graphics and videos for the news and sponsored events
- Conceptualized & developed artwork for the newspaper



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- Created illustrations & layouts for special publications as a Lead Artist
- Assembled E-dition, the digital edition of the newspaper
- Pre-flighted pdf documents, controlled & edited photographs & advertisements for newsprint production
- Maintained & updated editorial contents, graphics & photographs on the website



Professional Development

[Interaction Design Foundation](#) Certificates & Courses completed & recognized as top 10% in the following courses:

Become a UX Designer from Scratch—291/225 points (100%)

Mobile UX Design—633/652 points (98%)

Get Your Product Used: Adoption and Appropriation—408/426 points (96%)

Human-Computer Interaction HCI—98/108 points (91%)

Psychology of Interaction Design



Certificates

- [Human-Computer Interaction HCI](#)
- [UI and UX Design](#)
- [Product Adoption and Appropriation](#)
- [Mobile UX Design](#)



Skills

Software

- [Adobe Creative Cloud](#)—includes After Effects, Photoshop, Illustrator, Firefly, InDesign, Premiere Pro, Audition, Animate, XD, Acrobat, Media Encoder, Dreamweaver, InCopy and more
- Prototyping apps—[Figma](#), XD, [InVision](#) and [Sketch](#)
- Website Content Management System—[Squarespace](#) and [Wordpress](#)



Scripting Languages

HTML, CSS, and JavaScript

Linguistic Languages

Bilingual in English & Japanese



Other Achievements

Awards

The recipient of *Maryland Delaware DC Press Association Advertising Contest* 2008, 2009 & 2010

The recipient of *University of Baltimore College of Liberal Arts Humanities Scholarship* Fall 2009–Spring 2010

Invited Juror Activities

Creative Exposure Baltimore Judge 2017

Bit Camp Color War Judge 2019

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