



Profile

Rieko Chacey is a Baltimore-based multimedia artist who has a professional background in graphic design, motion design, video editing, interactive design and illustration. She has taught many courses in various higher education institutions. As she has been a full-time lecturer in the past, she has experiences as a program director, academic adviser, lecture series director, and a liaison between scholarship donors and the department.



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Exhibitions & Workshop

IMPOSTOR SYNDROME & AUTHENTICITY WORKSHOP in ASIA NORTH 2025 at **16 W. NORTH AVE.** of **STATION NORTH ART DISTRICT**
May 14, 2025

A fun and creative exploration that includes sharing, writing and art-making for Asian, Pacific Islander, Middle Eastern and Desi American (APIMEDIA) folks and friends. Facilitated by Dr. Sel Hwahng (Towson University Assistant Professor of Women, Gender, Health, and Sexuality) and Rieko Chacey (Multimedia artist and Towson University faculty in Art+Design, Art History, Art Education department, and Electronic Media & Film department).

BALTIMORE VISITOR CENTER AND MULTI-CULTURAL COEXISTENCE CONCERT IN KAWASAKI, JAPAN

July 2024–March 2025

30,000 Leagues In Search of My Sister, the animation I directed in collaboration with VisitBaltimore was shown along with Mayor Brandon Scott's video message at the Kawasaki City's Multi-Cultural Coexistence Concert performed by a quartet from the Tokyo Symphony Orchestra. This film has been on display in the lobby of the Baltimore Visitor Center as well as Kawasaki City Hall during 2024-2025.

SNF PARKWAY THEATER OPENINGS—WINDOWS ON CHARLES

Aug. 1- Aug. 31 & Sept. 20–Sept. 21, 2024

My three animations, *Blooming*, *Ring de Kaleidoscope* and *Rise Up* were shown in the Artscape program called *Windows on Charles* and SNF Parkway Theater on the weekend in September as a part of their opening program.

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.

CONTENTS

Profile

Exhibitions & Workshop

Curriculum Development

**Mentored Students'
External Recognitions**

Education

Teaching Experience

College Service

Courses Taught

Industry Experience

Professional Development

Certificates

Skills

Community Engagement

Other Achievements


ASIA NORTH 2024 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.

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



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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 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

CONTENTS

Profile

Exhibitions & Workshop

Curriculum Development

Mentored Students'
External Recognitions

Education

Teaching Experience

College Service

Courses Taught

Industry Experience

Professional Development

Certificates

Skills

Community Engagement

Other Achievements



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CONTENTS

Profile

Exhibitions & Workshop

Curriculum Development

Mentored Students'
External Recognitions

Education

Teaching Experience

College Service

Courses Taught

Industry Experience

Professional Development

Certificates

Skills

Community Engagement

Other Achievements

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.

[For more details, please see the students' works here.](#)



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 II

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 the online courses, GD 221: Introduction to Web Design
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

Taught the following Graphic Design & Interactive Media courses

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



While I was a full-time Lecturer, I was the Interim Program
Director, Academic Advisor, Lecture Series Director, Internship
Advisor & Coordinator in the Graphic Design Program. [Please see
the College Service section for more details.](#)

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 department in the Arts & Humanities Division

Harford Community College in Bel Air, MD

August 2016–August 2018



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CONTENTS

Profile

Exhibitions & Workshop

Curriculum Development

Mentored Students'
External Recognitions

Education

Teaching Experience

College Service

Courses Taught

Industry Experience

Professional Development

Certificates

Skills

Community Engagement

Other Achievements



College Service

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

- Managed all the administrative & academic duties for the Graphic Design program.
- Set up the platform for the Graphic Design screening website and processed students' applications.
- Organized & selected Graphic Design applicants to be screened into Graphic Design Concentration Program by reviewing their transcripts, portfolios & essays.
- Organized & selected the Clarvit Design Scholarship recipients among students who have been admitted into the Graphic Design Program by reviewing their portfolios and essays.
- Met with, discussed & selected Art Department-wide Honors & Scholarships recipients with the department committee by reviewing each applicant's portfolio & essay.
- Provided support for students' job search & wrote recommendation letters for their scholarship applications.
- Communicated with prospective students & aided in recruitment efforts. 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.
- Served as faculty advisor for the Student Governed Design Organization. Supported, monitored their activities & processed paperwork to ensure proper function as a student organization.
- 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

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

Conducted academic advising and graduation clearance to Graphic Design Concentration students for their degree progress, permission for courses and degree completion.

Clarvit Funds Design Lecture Series Director

The Department of Art in the Division of Arts & Humanities
University of Maryland College Park in College Park, MD



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CONTENTS

Profile

Exhibitions & Workshop

Curriculum Development

Mentored Students'
External Recognitions

Education

Teaching Experience

College Service

Courses Taught

Industry Experience

Professional Development

Certificates

Skills

Community Engagement

Other Achievements



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CONTENTS

Profile

Exhibitions & Workshop

Curriculum Development

**Mentored Students'
External Recognitions**

Education

Teaching Experience

College Service

Courses Taught

Industry Experience

Professional Development

Certificates

Skills

Community Engagement

Other Achievements

June 2020– May 2021

Recruited the lecturers, coordinated, organized, and hosted the events in the Graphic Design Program. Summarized and reported on each lecturer, attendee, and seminar for the donor, to maintain transparency in the use of the funds.

Graphic Design Internship 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

- Connected employers and students for internships and prospect job opportunities
- Supervised and coordinated Graphic Design Internship for students to earn 3-6 credits of Graphic Design Elective courses
- Mediated any conflicts and problems that rose between students and their employers.
- 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.
- Bridged communication between employers, alumni, and students regarding full-time design positions, freelance opportunities, and internships

Graphic Design Area Representative for Safety

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

Makerspace Advisory Committee Member

Harford Community College
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



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CONTENTS

Profile

Exhibitions & Workshop

Curriculum Development

**Mentored Students'
External Recognitions**

Education

Teaching Experience

College Service

Courses Taught

Industry Experience

Professional Development

Certificates

Skills

Community Engagement

Other Achievements

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

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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CONTENTS

Profile

Exhibitions & Workshop

Curriculum Development

**Mentored Students'
External Recognitions**

Education

Teaching Experience

College Service

Courses Taught

Industry Experience

Professional Development

Certificates

Skills

Community Engagement

Other Achievements



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

BALTIMORE
BUSINESS JOURNAL



Professional Development

[Interaction Design Foundation](#) Certificates & Courses completed & recognized as top 10% internationally 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%)



Certificates

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



INTERACTION DESIGN
FOUNDATION



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CONTENTS

Profile

Exhibitions & Workshop

Curriculum Development

Mentored Students'
External Recognitions

Education

Teaching Experience

College Service

Courses Taught

Industry Experience

Professional Development

Certificates

Skills

Community Engagement

Other Achievements



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CONTENTS

Profile

Exhibitions & Workshop

Curriculum Development

Mentored Students'
External Recognitions

Education

Teaching Experience

College Service

Courses Taught

Industry Experience

Professional Development

Certificates

Skills

Community Engagement

Other Achievements



Skills

10/10

Software

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



Scripting Languages

HTML, CSS, and JavaScript

Linguistic Languages

Bilingual in English & Japanese



Community Engagement

Impostor Syndrome & Authenticity Workshop



I am an advocate for people who struggle to be who they truly are due to the pressure from their surroundings that manipulate them to be who they are not. I am co-hosting the workshop mentioned above with Dr. Sel Hwahng—Towson

University's Assistant Professor of Women, Gender, Health, and Sexuality at the Asia North 2025 art program. Please see the [Exhibitions & Workshop](#) section for more details.



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

Bit Camp Color War Judge 2019

Creative Exposure Baltimore Judge 2017