



## 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

### ICE OUT OF BALTIMORE AT WALLER GALLERY OF STATION NORTH ARTS DISTRICTS

Mar. 13–Apr. 3, 2026

The work, *Dissonance*, was displayed in this art exhibition featuring over 100 works of art by Baltimore artists who are using their work to uplift the fight for immigrant rights and to demand ICE OUT OF BALTIMORE! From Palestine to Mexico, all the border walls have got to go! Baltimore Artists Against Apartheid curated the show. 100% of proceeds from artwork sold was donated to Central Maryland Immigrant Rights Collective.

### GROUP EXHIBITION, (UN)ALTER(ED) EGO AT BOGUS GALLERY IN COPYCAT BUILDING OF STATION NORTH ARTS DISTRICTS

October 10– November 8, 2025

**Curator: Rieko Chacey** | Artists: Veronica Barker Barzel, Rieko Chacey, David Ignacio, Ellen MacKenzie, Lynn Nguyen, Yeeve 이재인 Rayne, Leslie Shellow, Alexandra N. Sherman, Yi Wang

(un)Alter(ed) Ego is a vibrant group art exhibition that features the works of nine contemporary American artists from diverse ages, ethnicities, cultures, and backgrounds.

### SWEATY EYEBALLS: HANDS OF THE ARTISTS EXHIBITION AT AREA 405 GALLERY OF STATION NORTH ARTS DISTRICT

August 22–September 12, 2025

A part of the works from *Nocturnal Growth* was displayed in this exhibition. Animators from Baltimore, Philadelphia, and beyond were invited to share animation-adjacent artwork ready to spill over from the screen and into the gallery.



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### **SOLO EXHIBITION, *NOCTURNAL REFLECTION***

#### **AT ATRIUM ARTSPACE OF STATION NORTH ARTS DISTRICT**

June 28–July 26, 2025

Atrium Artspace proudly presents “Nocturnal Reflection”, a solo exhibition by Baltimore-based mixed media artist Rieko Chacey that expresses the artist’s life experience as an educator, artist, and immigrant. “Nocturnal Reflection” transports the viewer into the quiet solitude and creative freedom found late at night.

### ***IMPOSTOR SYNDROME & AUTHENTICITY WORKSHOP IN ASIA NORTH 2025 AT 16 W. NORTH AVE. OF STATION NORTH ARTS 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 and Rieko Chacey.

### **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 had been on display in the lobby of the Baltimore Visitor Center as well as Kawasaki City Hall during 2024-2025.



## **Grants Awarded**

### **Inclusive Practice Fund–Spring 2026**

College of Fine Arts and Communication  
Towson University

### **Professional Development Faculty Grant–2026**

Pennsylvania College of Art & Design



## **Curriculum Development**

*Rieko Chacey* developed UX/UI Design principle video and discussion materials for the Information Studies icourse, INST104: Design Across Campus, organized



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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

*Kyle Stateler* won the second place at the Overlea ArtsFest Film Festival with his film, *Casimir* in 2026. *Casimir* was shot in association with *Charm City Filmmaker*, and edited and completed in EMF 495 Production Directed Study.

*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 cultural impact in three categories: Illustration, Photography, and Graphic Design. Out of all the winners, she was awarded the highest amount of scholarship, \$5,000.



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*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



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### Adjunct Faculty II

Teaching two courses,

*ART 365: Design for the WWW*

in the Art + Design, Art History, Art Education Department and  
*EMF 380: Visual Effects I*

in the Department of Electronic Media & Film

College of Fine Arts & Communication,

Towson University in Towson, MD

January 2021–Present



### Adjunct Faculty

Teaching ART 257: Data Visualization

and taught DIG 313: Digital Imaging II

Digital Art Program in Communication & Media Studies

Goucher College in Towson, MD

June 2025–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.](#)



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### Adjunct Faculty

Taught ARTD 116: Digital Imaging 1 and  
ARTD 109: Introduction to Interactive Media  
Art, Design & Interactive Media  
in the School of Technology and 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



## 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.



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**Other Achievements**

- 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 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



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### 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

#### *EMF 495: Production Directed Study*

Directed production project of joint faculty/student interest.

#### *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. Focus on UI/UX Design Principles and competency with HTML and CSS.

### *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

### *DIG 313: Digital Imaging II*

This course offers an advanced exploration of Adobe Photoshop®, building on groundwork covered in Digital I. Students will work on more complex projects, further investigating their conceptual and technical capabilities.

### *ART257: Data Visualization*

This course introduces students to basic digital design tools used to represent and communicate information effectively and successfully. Students will learn to analyze and produce works that rely on the organization of line, text, color, and images to transmit meaning and values that visually display various quantities found in specific data sets and other information. Through a series of weekly studio assignments and critiques,

supplemented by short readings, class discussions and lectures students will develop unique design strategies for effective visual communication.

#### *ART 230: 2-D Computer Animation*

Covers the principles of animation, cinematography, typography-in-motion, & techniques of clear & aesthetic 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



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### Graphic, Motion, Web Designer & Videographer

April 2006–November 2011

*Baltimore Business Journal* in Baltimore, Maryland

BALTIMORE  
BUSINESS JOURNAL

- 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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## 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](#)





## Skills

### Software

- [Adobe Creative Cloud](#)—includes After Effects, Photoshop, Illustrator, Firefly, InDesign, Premiere Pro, Audition, Animate, Acrobat, Media Encoder, Dreamweaver, InCopy and more
- [Autodesk Maya](#), [Ableton](#) & [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



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## Community Engagement

### A volunteering faculty member in Futures Initiative Team at Asian Arts & Culture Center in Towson University

Along with other professors, I plan with AA & CC to explore Asian arts and culture supportive community-building opportunities.

### 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 have co-hosted the workshop mentioned above with Dr. Sel Hwahng at the Asia North 2025 art program. [For more details, please see the exhibition history here.](#)



## 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

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