

HELLO!

I'M **PAULA CASTLEBERRY**,
ILLUSTRATOR, ARTIST, DESIGNER, EDUCATOR.

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Click for
Portfolio!

EDUCATION: 1997 - 1999
UCLA EXTENSION
Computer Graphics
Certificate Program
1979 - 1983
**UNIVERSITY OF
FLORIDA**
BFA

PRO SOFTWARE SKILLS:



EXPERIENCE:

AGBU MANOOGIAN DEMIRDJIAN SCHOOL 2019 - PRESENT
FACULTY • LOS ANGELES, CA

- Teach middle and high school visual arts, including AP Drawing, in alignment with CA VPA standards. Also teach elementary students in after-school enrichment classes.
- Guide AP Drawing students from conception of ideas to completion of each of their pieces, culminating in their College Board Digital Portfolio submissions.
- Plan, curate, and install our annual 4-day student art show each March, a key community event for our students and families.
- Led and facilitated a cross-grade collaborative project involving 2nd grade artists, 8th grade English students, and 9th grade ceramicists to bring imaginary creatures to life through storytelling and 3D sculpture.
- Work with students to complete projects that beautify our school, such as murals, sidewalk paintings, and in 2019 led high school students to execute a makeover of our school cafeteria.
- Teach foundational and advanced art techniques including value, perspective, still life, and figure drawing as well as provide instruction in a variety of media such as pencil, acrylic, gouache, watercolor, ceramics, printmaking (including linoleum block carving), mixed media, and collage.
- Encourage creative exploration while teaching and reinforcing the Elements of Art and Principles of Design in all student work.

PAULA CASTLEBERRY DESIGN & ILLUSTRATION 2003 - 2020
FREELANCE GRAPHIC DESIGN & ILLUSTRATION • LOS ANGELES, CA

- Work with clients to bring concepts to life and provide an overall aesthetic vision for the final product.
- Manage multiple projects with tight deadlines from inception to print.

FASHION INSTITUTE OF DESIGN & MERCHANDISING 2003 - 2020
FACULTY • LOS ANGELES, CA

- Taught college level courses from beginning to advanced techniques in Photoshop, Illustrator, InDesign, and SketchUp.

L3I INTERFACE TECHNOLOGIES 1999 - 2003
ART DIRECTOR • LOS ANGELES, CA

- Responsible for the design and production of interactive multimedia projects.
- Directed a team of creative artists to design assets, animation, and adhere to a budget and production schedule, and acted as the liaison between high profile clients and designers to communicate ideas and creative direction.
- Full working knowledge of 2D and 3D production and animation techniques, product functions and engineering specifications.
- Additional responsibilities included illustration, storyboarding, animation, video and audio editing, interface design and creation of print material for packaging and marketing tools.

