

# Abigail Rudner

art, technology and steam educator

1447 Treat Blvd.  
Walnut Creek, CA  
94597

## statement of purpose

I believe that creative thinking is the birth right of every human being. Growing up with 2 artist parents I was encouraged to make art and to be inventive. I knew from a very early age that I very lucky and that I wanted to be involved in art making and art teaching in community for the rest of my life.

As a S.T.E.A.M. focused art educator, I view my role as a learning facilitator and collaborator. I am passionate about arts integration and empowering students to gain an understanding of the interplay between technology, the arts and scholastic subjects.

My work as an artist, designer and teacher in both the traditional and art technology realms allows me to traverse the boundaries of a wide range of art making methods.



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WEBSITES

## youth educator experience

2014 - PRESENT

**UC Berkeley Extension, Berkeley, CA**

**Adjunct Professor**, teaching workshops and classes including, Visual Design Principles, Adobe Illustrator, Photoshop, From Vision to Creation with SketchUp, Digital Storytelling using Photoshop, Premiere and After Effects and more

January 2015 - June 2017

**ASCEND K-8 SCHOOL, Oakland, CA**

**Fourth through Eighth Grade Technology Class Instructor**

Teach fourth through eighth graders on Linux platform using applications including BlueFish, GIMP, Google tools and WeVideo. Create websites, digital stories, illustration, collage and more. Support science, math and humanities teachers to design and implement differentiated and blended curriculum that support California educational standards.

<http://www.ousd.k12.ca.us/ascend>

Fall 2010 - Spring 2011

**Lake Forest Country Day School, Lake Forest, IL**

**Eighth Grade Technology Class Instructor**

Created the "Building Meaning" curriculum and provided 16 weeks of instruction to 2 classes of eighth grade students. Involved students in community research and envisioning of designing and building improvement in their communities. Various types of hand art and computer art making techniques were explored including reflexive writing, drawing, diorama, photography, 3d modeling and animation along with multimedia and video.

<http://buildingmeaninginteractive.wordpress.com/author/abigailrudner/>

## education



School of The Art Institute of Chicago,  
Chicago, IL

MAAE Art Education/Multimedia Studio.



Parsons School of Design,  
New York, NY

BFA Photography/Communication Design.



RI School of Design,  
Providence, RI

Pre-college summer sessions in sculpture,  
painting and photography.

## adobe skills



## more skills

HTML • CSS • JQuery • WordPress • SketchUp •  
ScreenFlow • Camstasia • Prezi • Google Tools •  
Microsoft Word • Microsoft PowerPoint and more...

## certifications



Classroom Trainer



## more youth educator experience

### Fall 2009 - Spring 2010

#### Hyde Park Art Center, Chicago, IL

##### Lead Video Instructor

Team Leader Sound/Audio Arts Instructor  
Created curriculum with SAIC peers. Taught teens (ages 14-18) to create an Audio, titled "SoundPeace", Exploring Non-violence. Video interview techniques, camera handling, sound and editing enabling them to initiate the creation an archive of artist interviews for the Center. Engaged teens allowing and involving them to teach each other.

### 2007 - 2009

#### Adobe Youth Voices, SF, CA

##### Adobe Youth Voices Mentor and Instructor

Mentored teachers at 7 San Francisco High Schools, worked in classrooms with teachers and teens to communicate ideas and tell stories using video, photography, video editing, animation and web design using Adobe Software.

## other educator experience

### 2006 - present

#### Sonic Training, Alameda, California

Provide online and onsite training for various clients in Adobe Illustrator, Photoshop, InDesign, Dreamweaver, Fireworks and Flash and Google SketchUp.

### 2010 - 2013

#### Digital Bootcamp & the Chicago Portfolio School, Chicago, IL

Provide onsite and in office training for ad agency and ad design clients in Web Design Theory and Practice as well as Adobe Illustrator, Photoshop, InDesign, Dreamweaver, Fireworks and Flash, Premiere, and After Effects.

### 2007 - 2009

#### KCI Foothill College

##### T3 curriculum design and instruction

T3 workshops provide training and support for using a variety of Adobe products in the context of a digitally-enabled classroom. The T3 program is an evolutionary upgrade of the Adobe Teach the Teacher program.

### 2007 - 2009

#### Adobe Foundation, SF, CA

Adobe Youth Voices Mentor and Instructor mentored teachers and teens at 7 San Francisco High Schools, in Video, photography, animation and web design using Adobe Software. AYV empowers youth in underserved communities around the globe with real-world experiences and 21st century tools to communicate their ideas, exhibit their potential, and take action in their communities.

### 2004 - 2009

#### Bay Area Video Coalition, SF, CA

##### Lead Mentor for the Producers Institute for New Media Technologies

The Producers Institute for New Media Technologies is a ten-day residency for eight creative teams (independent producers or public broadcasters) with a shared goal of developing and prototyping a multi-platform project inspired by, or based on a significant documentary project. The intention of the Institute is to develop socially relevant media projects for emerging digital platforms.

### 1999 - 2003

#### San Francisco State University, San Francisco, CA

##### Art and Multimedia Lecturer

Taught classes including: Mixed media print and book arts, interactive design theory and practice. Color and design, and integrated media techniques.

## publications



Fireworks 8  
Essential Training  
by Abigail Rudner



Studio 8  
Essential Training  
by Abigail Rudner



Fireworks MX  
Fundamentals  
by Abigail Rudner



Dreamweaver MX  
Hands-On Training  
by Garo Green and  
Abigail Rudner

## clients and collaborators

