

MARJAN KHATIBI

VISUAL DESIGNER
/ MEDIA ARTIST

CURRICULUM VITAE

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BIOGRAPHY

I am a visual designer, media artist, and illustrator from Tehran, Iran. I specialize in Design, Animation, and Art Direction. My illustrations are meant to provoke emotion and inspire conversation with my audience. My interdisciplinary work expresses complex ideas in an accessible way, and I use different mediums to achieve this. I have combined my endless love for creativity and design with my passion for gender equality. To that end, I debuted my practice as a media artist with a project to raise awareness for gender equity using Virtual Reality and Augmented Reality, thereby evoking empathy, understanding, and newfound passion within my audience.

TEACHING EXPERIENCE

GRADUATE TEACHING ASSISTANT

University of California, Santa Cruz | Oct - Dec 2018 & 2019

Visual Communication and Interaction Design

Responsible for teaching the principle of design, designing interactive games, cards, and board games. Also, I taught Adobe Illustrator to digitize the cards, logos, illustrations, typography and board game designs. The students designed their own games and they also made boxes for the card games.

GRADUATE TEACHING ASSISTANT

University of California, Santa Cruz | Jan - Mar 2019 & 2020

Digital Tools for Contemporary Art Practices

Taught Adobe Illustrator, Photoshop, and After Effect in this online course. Students followed the tutorials made for the course, and they asked me their technical questions. I was also responsible for grading student assignments. I taught Adobe products like Photoshop and Illustrator to create vectors and graphical images to make animations and videos using Adobe After Effects.

GRADUATE TEACHING ASSISTANT

University of California, Santa Cruz | Apr - Jun 2019

Foundations of Play

Responsible for leading small groups of students to design unique physical playable games. Students had chances to play each other's games in this class and critique them. Also, there were reading assignments every week, and I led class discussions using questions based on each reading to invite students to think in-depth and discuss the concepts in the class with their peers. I also designed a booklet of my students' work using Adobe InDesign to show in their open studio showcase.

GRADUATE TEACHING ASSISTANT

University of California, Santa Cruz | Apr - Jun 2020

4D Foundation

The class provided students with an introduction to Adobe Creative Suite as well as an exploration into 4D design principles, video editing, time-based art, and photography. The software utilized in the class included After Effects, Premiere, and Photoshop. I collaborated with students and advised them with their technical and creative skills as well as other administrative duties. I graded papers, led small-group discussions, and answered questions in the online discussion board on canvas.

GRADUATE TEACHING ASSISTANT

Central park library, city of Santa Clara | Sep 2019

Game and mobile app design bootcamp

I designed characters, backgrounds and assets for different simple games. Tina Korani, an assistant Professor at San Jose State University, and I held workshops to teach children how to make their own game and mobile application in Adobe XD using those assets. I designed assets using Adobe Photoshop and Illustrator. The students used the assets to develop their games, and also made an interactive application.

PROFESSIONAL EXPERIENCE

ART DIRECTOR / UI & UX & GRAPHIC DESIGNER

IT COMPANY VIRGOLE.COM | SEP 2015 - JUL 2017

Designed various environment concepts, color keys and Characters for motion graphics.

Provided concept storyboards, UI mockups, application designing, and Character designing for start-up businesses.

FOUNDER / ILLUSTRATOR / PAINTING ON FABRIC

FREELANCE ZHAHOO DESIGN ART GROUP | SEP 2014 - JUL 2015

Curator and Founder of Zhahoo Design Art Group. My costumers include: clothing stores, clothing brands.

Painting on textiles to make them more visually appealing using Bote-Jegheh and other Persian traditional designs.

PHOTO EDITOR / ILLUSTRATOR

ZIGMA8 / 360 CREATIVE COMMUNICATION | OCT 2013 - OCT 2014

Worked as a photo-editor in advertising projects.

Created concept illustrations for teasers and banners.

CONCEPT ARTIST / HEAD CHARACTER DESIGNER / STORYBOARD ARTIST

VANIA FILM / ANIMATION STUDIO | OCT 2012 - JAN 2013

Started with storyboards to create fully cleaned-up & painted backgrounds in Photoshop.

Responsible for concept design, texturing, and some modeling. Worked on environment design for a show that was pitched to the development department.

Developed original, creative solutions from concept to production within deadline and budget constraints to ensure client satisfaction. Created concepts to finalize 2D & 3D animation assets including characters, and background on Saba TV Network and PMC & Arabic-language TV Networks.

Led an animation team to communicate director's vision.

MOTION GRAPHICS ARTIST / ILLUSTRATOR
SABACELL IT COMPANY | APR 2012 – MAY 2012

Designed attractive backgrounds and artwork on Sabacell IT Company's advertising teaser.
Worked on storyboards to design and paint backgrounds in Adobe Illustrator and Photoshop.
Collaborated with Creative Director to create a unique illustration style and motion graphics that represented the client's product and brand.

GRAPHIC DESIGNER / WEB DESIGNER
NEDA RAYANEH IT COMPANY | JUN 2011 – SEP 2011

Worked with a startup to design signage, and websites directly for clients in addition to internal marketing.

EDUCATION

GRADUATE
UNIVERSITY OF CALIFORNIA, SANTA CRUZ
Master of Fine Arts, in Digital Arts & New Media
Sep 2018 - Nov 2020

MASTER'S DEGREE
ART UNIVERSITY OF TEHRAN
Tehran School of Art, Tehran, IR
Master of Arts, in Visual Communication
Sep 2013 - Jul 2016

BACHELOR'S DEGREE
ART UNIVERSITY OF TEHRAN
Tehran School of Art, Tehran, IR
Bachelor of Fine Arts, in Graphic Design
Dec 2008 - Feb 2013

EXHIBITIONS & SCHOLARSHIPS

MFA THESIS SHOW
UC SANTA CRUZ | Planned November 2020

SCHOLARSHIP RECIPIENT: Florence French Scholarship
UC SANTA CRUZ | MAY 2020

HUBX OPEN HOUSE/ FIRST FRIDAY EVENT EXHIBITION
SANTA CRUZ | FEB 2020

CHARACTER DESIGN EXHIBITION
FARDA GALLERY, TEHRAN, IR

HOLY DEFENSE EXHIBITION
SABA MUSEUM, TEHRAN, IR

EXHIBITION OF TEHRAN BEAUTIFICATION
ANDISHEH FARHANGSARA, TEHRAN, IR

FULL TUITION MFA SCHOLARSHIP WITH STIPEND
UNIVERSITY OF CALIFORNIA, SANTA CRUZ

FULL TUITION BFA & MA SCHOLARSHIP
ART UNIVERSITY OF TEHRAN, IR

LANGUAGE SKILLS ENGLISH FARSI

INTERESTS

SKETCHING PHOTOGRAPHY PLAYING THE PIANO

PUBLICATIONS

MADRESE PUBLICATION/ Art Director
Art director and illustrator of children's educational pre-school textbook in the Schools' country.

KHERAD ART HOUSE
Illustration Preschool Book/ Music Book's Layout
Participated in creating content for music E-book and Illustration for children book. Also, layout for educational music book.

SHABAHANG PUBLICATION/ Illustration Book
Illustration for fiction and nonfiction books for adult and children.

SMART KIDS MAGAZINE/ Illustration Magazine
Illustration for magazine for children.

DESIGN SKILLS

ANIMATION	ILLUSTRATION	STORYTELLING
AUGMENTED REALITY	INTERACTION DESIGN	TYPOGRAPHY
COLOR THEORY	MOTION GRAPHICS	VIRTUAL REALITY
CREATIVITY	PRINT DESIGN	UI/UX DESIGN
DIGITAL PAINTING	RAPID PROTOTYPING	USABILITY
GRAPHIC DESIGN	RESPONSIVE DESIGN	WIREFRAMING
GRID & LAYOUT	SKETCHING	

DESIGN TOOLS

ADOBE PHOTOSHOP	HTML5 / CSS3 / P5JS
ADOBE ILLUSTRATOR	SUBSTANCE PAINTER
ADOBE INDESIGN	SLR PHOTOGRAPHY
ADOBE AFTER EFFECTS	UNITY
ADOBE XD	WORDPRESS
ADOBE DREAMWEAVER	

REFERENCES

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