

DENISE GUNTER

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919.673.2652

Specialities

Strategic Communication and Collaboration
Fine Art and Distance Learning Initiatives
Arts Education and Museum Education
Interactive Public Programming
Educational Technology and Research
Print, Editorial, and Digital Media Design
Blended Learning and Content Curation
Adobe Creative Suite, HTML/CSS, Figma
Program Management and Mentoring
Planning, Implementation, and Assessment
Arts Integration and Administration
Instructional and Experiential Design
Creative Curriculum Development
Inquiry-based and Student-led Learning
Exhibit Design, Installation, and Events
Studio Art and Multimedia Specialist
Community Arts, Outreach, Engagement

Professional Development

RISD Continuing Education, Providence

- Digital Design Techniques (Part A), 2023
- Expressive Typography, 2023
- Intro to Graphic Design, 2022
- Walking as a Creative Practice, 2022
- Design (Part A & Part B), 2021
- Drawing to Rendering for Product Development, 2019
- Collage, 2018

North Carolina Museum of Art

Distance Education Intern
2016-2017, Raleigh

Tech Talent South, Raleigh

Intro to Web Development and UX Design
Capstone Project, 2016

Conferences

- National Art Education Association, NAEA Conference 2019
- Hopscotch Design Fest, 2015, 2016
- SECAC Conference, 2011

Education

M.A. in Art + Design Education

Rhode Island School of Design (RISD)
2018, Providence

Thomas Ockerse, Concrete Books
Andrew Rafferty, Collaborative Print Study
Nancy Friese, Drawing Objectives
Jerry Mishcak, Painting
Meg Callahan, Furniture Design

B.A. in Art Studies

North Carolina State University
2012, Raleigh

Management Experience

Classroom

- Establishing working relationships with students, caregivers, co-teachers, and administrators. This looks like a creative and [responsive learning environment](#) cultivated through routine, modeling behavior, providing space for expression, feelings, and community building projects
- Collaborative Culture, Maintaining Resources, Internal/External Partnerships, Outreach
- Dynamic remote learning experiences, programs, and Educational XR applications developed for teachers and students, utilizing Visual Thinking Strategies, Interdepartmental Coordination

Data

- Learning Management Systems, Documentation, Assessments, Interpretation, Budgeting, Administrative responsibilities for Education, Curatorial, + Public Programming Department
- As a Co-Lead Auxiliary Program Educator at Kingsley Montessori, I developed a responsive document with my co-teacher for future facilitators of the Auxiliary Program we had created: [Friendship Club Program Guide](#). Procedures for class environment, design, and communication
- Evaluation. Qualitative case studies. Examined a temporary in-gallery design space in the RISD Museum, the *Out of Line* Drawing Studio [received the 2018 SEGD Global Design Awards' Merit Award.]

Curriculum

- Developed virtual asynchronous/synchronous instruction for Remote Education
- Collaborative Curation, Instructional/ [Curriculum Design](#), Lesson Planning, Implementation
- Contracted teaching artists, collaborators, and educator groups for Public Programs
- Designed and facilitated varied K-12 distance learning programs, makerspaces, museum exhibitions, "making in the gallery" workshops, creative public programming, and community art initiatives in schools, museums, and the arts non-profit industry both in-person and online

Communication

- Differentiated Instruction, Planning, [Pedagogy](#), Process, Research, Assisting, Mentoring
- Demonstrations, Student-Led workshops, Peer and Self-Assessment, Design Thinking skills, Thoughtful + consistent communication of methods + responses. Group/Individual Check-ins
- Listening to students/Connecting with caregivers to build trust + create community inside and outside the classroom: Newsletters, Culturally Responsive Teaching, Interactive Resources
- Fostering our natural creative curiosities within an understanding and welcoming shared space encourages students to develop their creative process, tell their stories, and find their voice.

Teaching Experience

Education Design Researcher

2022 to present · researchinbetween.com, Raleigh

Early Childhood Assistant Teacher

2020 - 2022 · Kingsley Montessori School, Boston

Co-Lead Auxiliary Program Educator

2019 - 2020 · Kingsley Montessori School, Boston

Teaching Artist

2018 - 2020 · Minni Space, Boston

Education Assistant

2017 - 2018 · RISD Museum, Providence

Teaching Artist

2017 - 2018 · Project Open Door, Providence

Educator Contractor

2017 · North Carolina Museum of Art, Raleigh

Lead Teaching Assistant

2016-2017 · North Carolina Museum of Art, Raleigh

Relevant Experience

Student Teacher,
Providence CityArts for Youth
2017, Providence

Artist/Instructor,
Wine & Design,
2013-2016, Raleigh

Gallery Assistant
The Mahler Fine Art/Collectors Gallery
2016-2017, Raleigh

Curatorial & Exhibition Design Intern
Gregg Museum of Art and Design
2011, Raleigh

Related Studio Work

- Commissioned Mural/[MT Tapes](#) Partnership, Minni Space, 2019
- 2018
 - Intro to Furniture Design, RISD Furniture Design Dept, Meg Callahan
 - Paint to Print, Collaborative Study Project, RISD Print Dept, Andrew Rafferty
 - Paint Refocused, RISD Painting Dept, Jerry Mischak
 - Drawing Iteratives, RISD Graduate Department, Nancy Friese
 - Concrete Books, RISD Graphic Design Dept, Thomas Ockerse
- Opening Reception Poster Design, Deana Nyguen's [Feature Flora](#), 2016
- 2014
 - D100: Design Inquiry 1, North Carolina State University
 - AND 226: Sequential Imaging, North Carolina State University
- Children's Book Illustrator, *Milo* by Deobrah Yow, Raleigh 2012

Volunteer Experience

- Teaching Artist, 2017, [Arts Equity](#)
(formerly VSA Arts RI), Providence
- Design Department/Education Volunteer,
2011- 2017, North Carolina Museum of Art
- Secretary, Volunteer Executive Board,
2015-2017, North Carolina Museum of Art
- Arts' Gala Assistant,
2015-2016 Visual Art Exchange, Raleigh