Abigail Rudner

designer.
director.
educator.

510.219.6160
MOBILE NUMBER

www.rudner.com
WEBSITE

2011 Lost Lake Place
Martinez, CA. 94553

11421 42nd Street
Clear Lake MN 55391

Here's my story

My passion is joyfully inspiring students to think strategically, and to create content that communicates with aesthetic excellence and technical proficiency.

I'm an accomplished 21st century, design educator, creative director, and textbook author. I've developed an evolving process of critical thinking prompts, design approaches, analogies, and explanations that demystify the digital realm.
I thrive on transmedia, and I believe that design and designers are critical to solving our real-world issues.

I teach at universities and colleges along with consulting on the primary and secondary levels. Mentoring individuals and teams, I have the great pleasure of teaching students from the ages of 6 years old to 60 years old in the United States and internationally.

Key professional experience

1998 – present
PRINCIPLE CREATIVE DESIGNER AND DIRECTOR
Rudner Design Works, Martinez, CA
Art direction, illustration, package design, animation, and photography for interactive multimedia and print.
  Clients include HybridCARS.com, Riverdeep, Tower Records, Gensler, Microsoft, MacPhersons, Nordstrom, Fab Magazine, Starbucks, Campbells Soup, Godiva, Lynda.com and more.
http://www.rudner.com

2015 – present
CURRICULUM DEVELOPMENT AND INSTRUCTION
U.C. Berkeley Extension, Berkeley, CA
Design and teach classes for 3 departments including the Graphic Design/User Design Department and the Custom and Global Pathways Departments.

Graphic Design User Experience and Interactive Design Department Classes including: Visual Design Principles, Package Design, Designing in Adobe Photoshop, and Designing in Illustrator.

University Programs and Global Pathways
Teaching classes including Digital Storytelling, Photoshop, Illustrator, Premiere, 3D Modeling and Creative Thinking, for high school students, and college students and teachers at Berkeley, and at The Nanjing Foreign Language School, China.

2019 – present
PROVIDE ONLINE INSTRUCTION
Certstaffix Training
Online and onsite instruction for various clients in Adobe Illustrator, Photoshop, InDesign, Dreamweaver, After Effects, Premiere, and Google SketchUp, Design Techniques, U.I and U.X
http://www.certstaff.com

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

Ps Ai Id
Dw Fw Fl
Pr Ae

more skills

HTML · CSS · JQuery · WordPress
SketchUp · ScreenFlow · Camstasia · Prezi
Microsoft Word · Microsoft PowerPoint and more…

certifications

CERTIFIED INSTRUCTOR Photoshop
CERTIFIED INSTRUCTOR Dreamweaver
CERTIFIED INSTRUCTOR Illustrator
CERTIFIED INSTRUCTOR InDesign
CompTIA CTT+ CERTIFIED
Classroom Trainer

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publications

Fireworks 8 and Studio 8
Essential Training
by Abigail Rudner

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

Fireworks MX
Fundamentals
by Abigail Rudner

associations

awards and recognitions

Tuition Merit Grant
SCHOOL OF THE ART INSTITUTE OF CHICAGO
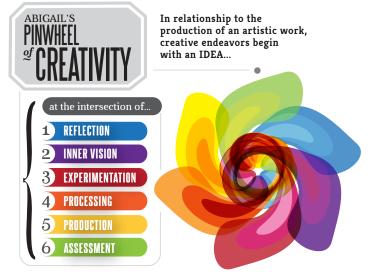2009, 2010, 2011

WIRED Magazine
FEATURED IN TOP MEDIA PROJECTS ARTICLE
2009

Siggraph
COMPUTER GRAPHICS ACHIEVEMENT AWARD
2001

Philadelphia Art Directors Club
BEST PACKAGE REDESIGN FOR V8
1990

ABIGAIL'S
PINWHEEL
of
CREATIVITY

In relationship to the
production of an artistic work,
creative endeavors begin
with an IDEA...

at the intersection of...

1 REFLECTION
2 INNER VISION
3 EXPERIMENTATION
4 PROCESSING
5 PRODUCTION
6 ASSESSMENT

The process of creating a design outcome relating to or
involving the imagination and original ideas takes place.
This (sometimes looping) cycle continues through six
overlapping phases until the desired product is
successfully completed!

more professional experience

2014 – 2017
CURRICULUM DEVELOPMENT AND CLASSROOM TEACHER
Ascend K-8 School, Oakland, CA
Revived Mac and PC labs, developed curriculum based on
California Technology Teaching Standards. Taught classes
including Digital Citizenship, Creative and Critical Thinking,
Computer graphics and collaborated with teachers on a
variety of S.T.E.A.M based projects.

2007 – 2010
GRAPHIC DESIGN, COURSE DESIGN AND INSTRUCTION
The Adobe Foundation, San Francisco, CA
Developed and designed a graphically rich curriculum
for The Adobe Youth Voices and Teach the Teachers
programs. Designed armature for the growth of digitally
enabled classrooms in the SF Bay Area and Puget Sound in
Washington State. Over 500 teachers (of students ages
11-18) learned to design and build relevant student-
centered content with Adobe tools.

2008 – 2009
WEB AND UI DESIGN
www.niot.org & Google Maps team
Designed national anti-hate crime web hub along with key
stakeholders. The site connects communities around the
country by using an interactive map, toolkits, lessons, videos,
and a blog, supporting the anti-hate movement across
the U.S.A.

2004 – 2010
FOUNDER AND CREATIVE DEVELOPER
Big Fun Arts, Oakland, CA
Designed, wrote, and produced video-based lessons for our
online classroom. Provided free tech/art education projects
over a 6 year period.

1999 - 2006
CURRICULUM DEVELOPMENT AND ONLINE INSTRUCTION
Lynda.com, Ojai, CA
Worked closely with Linda Weinman and Garo Green to
created and produce several online movie based tutorial
titles for design software products including Dreamweaver,
Fireworks and Flash..

1990 - 1998
ASSOCIATE DESIGNER
Campbell Soup Company International
Selected along with 2 others to spearhead conversion from
traditional to digital design. Created collateral and packaging
for subsidiaries, (Godiva, Pepperidge Farm). Trained staff of
20 designers to use new platforms and software. Managed
conversion of hundreds of traditional mechanicals to
digital formats.