

GARRI MATNADZE, MFA

Brooklyn, NY
mgaro02@gmail.com • 917-340-4087

EDUCATION

MFA, New Media & Performance Art — LIU Brooklyn, 2012

- Focus on digital painting, animated imagery, and technology-driven studio practice

BFA, Communication Design — Parsons School of Design, 2001

BFA, Art Education (Painting Emphasis) — Art Institute, Kharkiv, Ukraine, 1994

- Traditional drawing and painting foundations, color theory, and studio pedagogy

ACADEMIC APPOINTMENTS

Kew Forest School — Queens, NY

Middle & Upper School Art Teacher | 2022–Present

(Painting, Drawing, Digital Media, 3D Design, Architecture)

- Teach **foundational and advanced Painting and Drawing**, focusing on observational methods, color theory, mixed-media, and contemporary approaches
- Develop and sequence painting curriculum from Grades 6–12
- Lead AP Art, Portfolio Development, and Studio electives
- Integrate digital tools with traditional painting processes, including animated digital painting and hybrid media
- Initiated the school's **IB Visual Art** program (launching 2024–25)
- Curate exhibitions across campus; mentor students applying to competitive art programs (NYU, FIT, Parsons, Pratt)
- Promote culturally responsive and inclusive studio instruction

ASA College — New York, NY

Art Director & Instructor: Digital Arts | 2004–2016

- Taught digital art, UX design, motion graphics, and web development
- Guided interdisciplinary capstones combining visual art and technology
- Supported students exploring creative research through experimental digital media
- Led creative direction for branding, advertising, and institutional campaigns
- Designed multimedia materials including campus-wide and MTA ad projects

GARO ART Studio — Brooklyn, NY

Founder, Director, Art Instructor | 2016–Present

- Teach Drawing, **Painting**, Sculpture, and Animation for youth and adults
- Specialized in individualized studio instruction and neurodiverse learning
- Guide high school students in developing rigorous, college-ready art portfolios
- Provide instruction in drawing, painting, mixed media, and conceptual development
- Mentor students through the full application process for competitive art schools
- Support successful admissions to programs such as Parsons, Pratt, FIT, and NYU

NYC Department of Education — Brooklyn, NY

Substitute Teacher (K–12) | 2020–2022

- Delivered adaptable and student-centered art instruction across grade levels

Kings Bay Y — Brooklyn, NY

Art Teacher (Special Needs Program) | 2019–2021

- Designed multisensory art curriculum for neurodiverse learners
- Organized Autism Awareness exhibitions and community events

TEACHING AREAS

- Foundation & Advanced Painting
- Drawing: observational, figure, and experimental
- Mixed-Media & Contemporary Studio Practices
- Digital Painting & Animation (Adobe Creative Suite)
- Media Arts, Graphic Design, Web Design
- Color Theory & Design Foundations
- Architecture, Technical Drawing, 3D Modeling (AutoCAD, Fusion 360)
- Portfolio Development for BFA admissions
- IB Visual Art • AP Art and Design

TEACHING PHILOSOPHY SUMMARY

- Center student voice, experimentation, and contemporary relevance
- Bridge traditional painting foundations with digital processes
- Promote inclusive, anti-bias, and culturally responsive pedagogies
- Guide students through iterative studio practice, critique, and reflection
- Encourage interdisciplinary thinking across the liberal arts

SELECTED EXHIBITION & PROJECT EXPERIENCE

- Ongoing independent studio investigations in digital–traditional hybrid painting
- Animation-based digital painting projects (LIU graduate work)
- Community youth exhibitions (curated through Kew Forest School and GARO ART Studio)
- Public-facing student showcases integrating drawing, painting, and digital media

SERVICE & CAMPUS ENGAGEMENT

- Curate rotating student exhibitions (Kew Forest School)
- Lead student art clubs: Digital Art Club, Felting Club
- Organize community events and collaborative art initiatives
- Mentor students for art school admissions and portfolio development
- Develop cross-disciplinary studio projects linking art, technology, and design

TECHNICAL SKILLS

- **Adobe Creative Suite** (Photoshop, Illustrator, Animate, InDesign)
- Digital drawing/painting tablets
- AutoCAD, Fusion 360, 3D Printing
- Google Workspace, Microsoft Office
- LMS platforms (Google Classroom, Canvas)
- Smart Projectors & Digital Instructional Tools

LANGUAGES

English • Russian • Georgian