

GREER MOORE

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(404) 416-4054

EDUCATION

2017 – 2021 | University of Virginia. BA in studio art with highest distinction. 3.7 GPA.

2012 – 2017 | DeKalb School of the Arts High School. Major in Theater, minor in voice. 4.2 GPA.

GROUP EXHIBITIONS

2022 | *Pink* (Alumni Exhibition). Ruffin Gallery, University of Virginia.

2022 | *Aunspaugh Fellowship Exhibition*. Ruffin Gallery, University of Virginia.

2021 | *Teeny Tiny Trifecta 4*. Second Street Gallery, Charlottesville, Virginia.

2021 | *The Spaces Between* (Alumni Exhibition). Ruffin Hall, University of Virginia.

2021 | *4th Year Thesis Exhibition* (with catalog). Ruffin Gallery, University of Virginia.

2020 | *E Pluribus Unum*. Ruffin Hall, University of Virginia.

2019 | *Second Year Showcase*. 1515, Charlottesville, Virginia.

2016 | *Wren's Nest Literary Magazine*. August 2016. Atlanta, Georgia.

GRANTS AND AWARDS

August 2021 – May 2022 | Aunspaugh Fifth-Year Fellowship in Studio Art, University of Virginia.

2021 | Printmaking Award, University of Virginia.

2017 | *First Place*. Squishy Physics Photography Contest. Georgia Tech.

PROFESSIONAL EXPERIENCE

August 2021 – July 2022 | Funk Brothers Furniture
Furniture restoration, woodworking, and custom furniture builds in Charlottesville, Virginia.

May 2021 – August 2021 | The Art Box and Creative Framing
Design and construct frames and mats for customers in Charlottesville, Virginia.

October 2020 – May 2021 | Art Director, Indiscreet Productions
Costume and set design for select film and music videos produced by Phineas Alexander, such as *How Power Looks*, *Patagonia Fleece*, and an unreleased film.

April 2019 – present | Freelance Graphic Design
Digital designs for band merchandise and album covers for local bands; cover art and illustration for books; sign painting.

May – July 2016 | Producer, *Aliens Without a Planet* film
Recruited film crew, planned filming schedule, fundraised, procured props, designed costumes, organized cast and crew while on set.

SKILLS

Printmaking – intaglio, relief, lithography

Digital Photography – Adobe Lightroom, Photoshop, Indesign

Sculpture – clay, plaster, woodworking

Woodworking – milling, staining, traditional and modern finishing techniques, power tools

Craft – framemaking, sewing