

ANDREW NORQUIST

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Portfolios of my work and student work are available on my website: www.gunnarnorquist.com

EDUCATION

Rhode Island School of Design, Rhode Island

M.F.A. Sculpture, 2006

My thesis text *The Masculine Mark* explored themes of masculinity, social and political power structures and religion. My work sought to find the sometimes humorous and always ambiguous border between a man's ego and his nobility.

University of Northwestern, Minnesota

B.S. Studio Art, 2004

My thesis work explored how technology and the human body interact. The human body is considered when designing the devices we use every day and in turn computers and cellular technology mold and shape our bodies in unintentional ways.

EXPERIENCE

Rhode Island School of Design: Providence, Rhode Island

Coordinator of Exhibitions, 2007 – Current

- Assisted in programming 3 public facing campus galleries with over 35 shows a year.
- Collaborated with faculty, students and outside artists to create dynamic and engaging exhibitions.
- Hired and directed staff of 30-35 students in monitoring and installation of campus galleries.
- Provided oversight to student staff for gallery preparation and installation of exhibitions.
- Tracked and maintained hardware and related supply inventory for 3 campus galleries.
- Designed and constructed display furniture including custom pedestals, shelves, storage solutions, etc.
- Assisted in ongoing program of art loans to key campus and off campus sites.
- Initiated the migration of all art collection records from primitive to modern tracking software.
- Maintained strict records of campus art collections and loans.
- Originated exhibition programming for Portfolio gallery.
- Designed and maintained programming for social media presence including Facebook and Instagram.
- Maintained financial records for department. Managed budget items related to daily operations.
- Sat on over 20 Exhibition Juries.
- Mentored 40+ student curators through process of mounting a show from proposal through opening night.
- Worked with the communications office on departmental publicity.
- Organizing and overseeing gallery openings and public events.
- Exercised proper art handling techniques including maintenance, shipping, and storage.
- Planning lighting schemes and implementing exhibition lighting.
- Collaborated with exhibition curators on printed materials for exhibitions in the Gelman gallery.
- Designing and installing gallery text and didactics.
- Knowledge of gallery AV presentation processes.

Faculty, Rhode Island School of Design Continuing Education

Introduction to Mold Making for Artists, 2016

- Developed course syllabus and materials for mold making class.
- Focused on design concepts and basic fine art mold making.
- Developed and delivered lectures and workshops.
- Tailored instruction by meeting with individual students.
- Assigned projects. Included project parameters and assessments.
- Performed in-class demonstration of 7 mold-making techniques.
- Instructed students in creating their own molds.

Art Professor, Italy Study Abroad, Bryan College

Italian Renaissance, 2015, 2016

Survey of Art History, 2015, 2016

- Developed course syllabus and materials for intensive style study abroad program.
- Traveled to Italy and met with students 7 hours/day for two weeks.
- Taught via lecture, field trips, classroom discussions, and studio projects.
- Assortment of assignments and projects including presentations, papers, and collaborations.
- Assigned studio art component in the form of group mosaic project.
- Provided instruction on basic design concepts.
- Provided instruction and workshop on historic mosaic techniques.
- Shared life together with students and site staff for two weeks.
- Traveled with students to Rome, Florence, and Venice for further study.

Rhode Island School of Design: Providence, Rhode Island

Graduate Teaching Assistant, 2004 – 2006

- Provided substitute instruction.
- Assisted in classroom demonstrations and training for workshop safety.
- Coordinated communications and logistics for student trips and class activities.
- Participated in student critiques.

OTHER EXPERIENCE/VOLUNTEERISM

Theater Set Design-Build

Oklahoma, Barrington Christian Academy, 2018

You Can't Take It With You, Barrington Christian Academy, 2018

Fiddler On The Roof, Barrington Christian Academy, 2019

- Worked with director on concepts and initial layout needs.
- Designed set elements and overall layout using Google Sketchup.
- Oversaw construction team.
- Mentored students in set production from concept through execution.

Guest Speaker, Arts and Culture Speaker Series

Bryan College, Tennessee, 2014

Included in Studio Visit, Volume 16

Artist catalogue, Open Studios Press, 2011

Guest Lecturer on Art Practices

Worldview and Culture, Bryan College, Tennessee, 2010

Andrew W. Mellon Intern

Rhode Island School of Design Museum, Rhode Island, 2006

- Researched collection art works.
- Provided written digests for museum handbook and related publications.
- Maintained collection files. Received instruction on the proper handling of precious objects.

SELECTED EXHIBITION HISTORY

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| 2019 | Three x Three , BCA Gallery, Barrington, RI |
| | Small and Smaller , SITE: Brooklyn, Brooklyn, NY |
| 2018 | RISD Staff Exhibition , Woods-Gerry Gallery, Providence, RI |
| 2017 | RISD Staff Exhibition , Woods-Gerry Gallery, Providence, RI |
| 2016 | Patterns , Attleboro Arts Museum, Attleboro, MA |
| | RISD Summer Faculty Show , Woods-Gerry Gallery, Providence, RI |
| 2015 | RISD Staff Exhibition , Woods-Gerry Gallery, Providence, RI |

2012	Surfacing , Chazan Gallery, Providence, RI RISD Staff Exhibition , Woods-Gerry Gallery, Providence, RI
2011	Vicinity , Keeseh Studio, Providence, RI
2010	Andrew Gunnar Norquist , Solo Show, AS220 Project Space, Providence, RI AS220 at Women and Infants Hospital , W&I gallery, Providence, RI TRANS-parent-TRANS-lucent , Flash Space, Lawrence, KS Stations , Genesis Gallery, Paris, France
2009	RISD Staff Exhibition , Woods-Gerry Gallery, Providence, RI Nativity , Bryan College, Tennessee
2008	RISD Staff Exhibition , Woods-Gerry Gallery, Providence, RI
2007	The Library Show , Firehouse 13, Providence, RI
2006	Sculpture Department Graduate Exhibition , Westminster St., Providence, RI Curiouser , Stay Gold Gallery, Brooklyn, New York The Floor Show , Sol Koffler Gallery, Providence, RI
2005	Fall Juried Exhibition , Hillel Gallery, Providence, RI Sculpture Graduate Group Show , Sol Koffler Gallery, Providence, RI
2004	Senior's Group Show , Denler Gallery, St. Paul, MN Thesis Exhibition , Denler Gallery, St. Paul, MN
2003	4X4 , Denler Gallery, St. Paul, MN
2002	Juried Fall Exhibition Denler Gallery, St. Paul, MN

CURATORIAL PROJECTS:

2016	Group Show , Portfolio Cafe Gallery, RISD, Rhode Island
2015	Group Show , Portfolio Cafe Gallery, RISD, Rhode Island
2014	Group Show , Portfolio Cafe Gallery, RISD, Rhode Island
2009	Ruth Lee , Trinity Presbyterian Church, Rhode Island
2008	Elements , Trinity Presbyterian Church, Rhode Island
2006	The Floor Show , Sol Koffler Gallery, Rhode Island

PRESS

2012	The Surreal World by Greg Cook, Providence Phoenix
2011	Studio Visit , Volume Sixteen, The Open Studios Press Taking Art to the Highest Degree , Pilot Magazine
2010	Cement Tiles by Gunnar Norquist by Sarah Rainwater, Apartment Therapy

RELATED SKILLS

Foundations

Strong drawing skills. Strong understanding of 2d and 3d design concepts, color theory, composition, etc. Ability to teach non-majors and first year courses.

Shop

Woodshop tools including table saw, panel saw, band saw, drill press, chop saw, jointer, planer, router, various sanders, drills, various joinery techniques including japanese hand cut joinery. Various welding and metal shop tools including welding, band saw, drill press, grinders etc.

Sculptural Techniques/Molds

Various traditional and non-traditional sculptural techniques including clay, stone, wood carving, collage, paper maché, casting, etc. Silicone, alginate, and urethane rubber mold making techniques including single and multi piece block molds, glove molds, slush casting, blanket molds, shell molds, mother molds, plaster molds, impression molds, life casting, etc. Casting in plastics, concrete, rubber, plaster, etc.

Computer Design/Coding

Adobe Creative Cloud suite including Photoshop, Illustrator, Indesign, etc. Google Sketchup, Rhino, 3D Printing and CNC, lasercut.

Painting/Printmaking

Various acrylic and oil painting techniques, building stretchers, stretching and preparing canvas surfaces. Various relief, intaglio, and planographic techniques including screen printing, woodcut, and etching.

Other

Stained glass techniques, direct and indirect mosaic applications, frame and stretcher construction.

Exhibit Design

Strong skills in all aspects of exhibit design and gallery administration, collections management, collections care.