

TEACHING EXPERIENCE

2016 – Present

Full-time Faculty

Borough of Manhattan Community College

Introduction to Multimedia – A thorough introduction to a multimedia skillset, featuring web design, typography, digital image manipulation, video editing, motion-graphics, sound design and basic interactivity. Technologies include: HTML, CSS, Photoshop, Animate, Premiere Pro, Audacity, SublimeText and FileZilla.

Foundations of Graphic Design – An introduction to graphic design concepts and primary elements including, digital illustration, photography, page layout and typography. Technologies include: Illustrator, Photoshop and InDesign.

Introduction to 2-D Animation – An introduction to 2-D animation and motion graphics, featuring animation concepts, and skills. Topics included: motion graphics and character animation with a focus on design, timing and communication. Technologies included: Adobe Animate.

2017 – 2022

Adjunct Faculty

Fashion Institute of Technology

Introduction to Vector Graphics – A comprehensive digital illustration course using Adobe Illustrator. Illustration as a communication vehicle, also as a primary tool in product-design. Assignments include: Children's book, labeling, product, and editorial illustration. Techniques cover a thorough, practical and imaginative use of the software.

Computer Typesetting and Design – A graphic design, digital illustration, and typography course using Adobe Illustrator. Techniques cover a practical, creative, and wide-ranging exploration of the software via industry-driven assignments.

Introduction to Web Design – Covering the concepts, technologies and code required to make artful, responsive web sites. The course emphasizes the importance of responsive site design accommodating user experience via all sizes of screen. Technologies include: HTML, CSS, Photoshop, and JavaScript.

Creating an Illustration Portfolio for the Web – (Discontinued) Covered an internet-targeted self-promotion skillset, featuring illustrator-specific web and social media opportunities, including the use of WordPress, LinkedIn, Behance and Instagram. Content included: research of potential clients, strength/weakness analysis, branding, design, typography, imaging, and interactivity. Technologies include: Content Management Systems, Illustrator, Photoshop and SublimeText.

2003 – 2017

Full-time Faculty

Art Institute of New York City: Multimedia, Motion Graphics, Illustration, Web Design, Video

Fifteen subjects including: multimedia, illustration, photography, graphic design, web design, interactivity, motion, and several video courses. Content included: digital illustration, digital photo imaging, html/css, motion graphics, video-internet integration, experimental video, and print layout. Technologies included: Illustrator, Photoshop, HTML & CSS, jQuery, Bootstrap, Animate, Premiere Pro, Final Cut Pro, InDesign, etc. I have participated in the Curriculum Committee, the Gallery Committee, and have been a Faculty Mentor.

2003 – 2007

Adjunct Faculty

Parsons School of Design: Foundation/Core Studies

Digital Design 1 and 2, and 2-D Integrated Design. These required courses integrated fundamental design and visual communication concepts with Illustrator, Photoshop, InDesign, HTML, and the use of varied physical media. Additionally, I taught workshops for both students and faculty, covering subjects from Digital Illustration and Motion Graphics to Curriculum Development. I participated in the Wireless, Advanced Section, and Chase Scholar Programs.

2002 – 2003

Continuing Education Instructor
New School University

Advanced Macintosh Skills for Parsons School of Design department chairs.

2002 – 2003

Continuing Education Instructor
The Hendricks Institute at Polytechnic University

Basic graphic and web design courses for continuing education students at the privately run Hendricks Institute.

1998 – 2002

Director of Education / Web Design & Computer Graphics Departments
Long Island University Certification Program at the Center for Computer Technology

Directed the computer graphics and web design programs for this university-certified continuing education school. Duties included: Instruction of 11 basic and advanced level design courses; Direction of all school programs; Design of course curricula; Design, development and art direction of the center's web site, catalog, and e-newsletter.

1996 – 1998

Web Design and Graphic Design Instructor
Computer Career Training

Taught numerous continuing education courses in web and graphic design concepts and techniques. Technologies included HTML, Dreamweaver, Flash, ActionScript, Illustrator, Photoshop and Quark Xpress.

1991 – 1996

Co-founder/Director/Instructor
Tribeca Arts

Administered school operations. Taught continuing education courses in painting and drawing.

1987 – 1989

Teacher's Assistant
Boston University

Contributing instructor for 8 courses in painting and drawing for first and second year fine-art students.

1986

Substitute Art Instructor
School of Visual Arts

Painting and figure drawing for undergraduates.

RELATED EXPERIENCE AND AWARDS

2021 – 2022

- **Solo Show** at The Mercer Gallery (at Monroe Community College)
- **Featured Published Work** in 46 Pages Magazine (Croatia)

Mercer Gallery / Solo Show / April 7 through May 5, 2022: *Form is Emptiness (Emptiness is Form)*.

Recent works on paper, including 39 recent pieces and 3 books.

46 Pages Magazine. Featured in a 6-page spread in this international magazine. The publication features images and design that push the boundaries between fine and commercial art.

1996 – Present

Art Director/Designer**Iraworks Media**

Producing illustration, web sites, motion graphic/video presentations, and print graphics. Including: multimedia/installation, web-video commercials with animation, album art, magazine and newspaper ads, catalogs, books, brochures, logos, general packaging, etc. **Online at www.iraworks.com.**

Select clients: The Art Institute of NYC, Sony Records, McGraw Hill Publishing, Ford, Brother, Scents International, Manimoto Snacks, Holt Manufacturing, Davidson Design, Space Trash Records, samflax.com, theyogastation.com, xialongcenter.com, affinitysingles.com, ppsstrategies.com, cctonline.org

2016

The Art Institute of New York City**Distinguished Faculty Award 2016**

Awarded for outstanding commitment and educational excellence.

2010 – 2017

Author/Designer**The Devil's Barbecue**

A novel.

2005 – 2007

Film Director/Writer/Producer/Editor**Outgoing Message**

A 36-minute science fiction/slipstream movie, listed on the IMDB. Short version at <https://youtu.be/tmytQAoSK6M>.

1996 – 2000

Graphics Editor**The Earth Times**

Editorial review and digital creation/enhancement of graphical and photographic imagery for this international newspaper.

Art Director**Earth Times Books**

Art direction and book design for the Earth Times sibling publishing company.

Art Director/Designer/Illustrator**Etched in Stone**

Art direction, illustration and design of greeting cards and marketing material.

Ongoing

Additional Exhibitions, Publications, Screenings, Social Media**Painting, Mixed Media, Video**

www.instagram.com/iraepstein/, Artwork reprinted in "Still Good Hand of God: The Magic & Mystery of the Unconscious Mind" by Michael Gellert, AiNYC Gallery, Ernst Gallery/Virginia, Rosenwald Wolf Gallery/Philadelphia, Art Initiatives/NYC, Cleargo Gallery/NYC, Sherman Gallery/Boston, Rain Maker Arts/NYC, Prince Street Gallery/NYC, SVA/NYC.

MEDIA SKILLS OUTLINE

Apple/Windows operating systems, Illustrator, Photoshop, Animate, InDesign, Premiere Pro, Logic, Audacity, HTML and CSS, jQuery, etc. Oils, Acrylic, Inks, etc.

EDUCATION

1989 Master of Fine Arts. Boston University, College of Fine Arts

1985 Bachelor of Fine Arts in Media Arts. School of Visual Arts. NYC