



Danielle Foster

Art Teacher


Licensed art teacher with 9+ years of experience inspiring middle and high school students through standards-aligned curriculum, project-based learning, and digital art integration. Known for doubling annual art show participation over 4 years and helping 30+ students build portfolios for competitive art programs. Committed to inclusive, student-centered instruction that builds creative confidence and critical thinking across diverse learners.

Contact

 (000) 000-0000

 email@example.com

 LinkedIn

 Minneapolis, MN

Key Skills

- Standards-based art curriculum development
- Classroom management and differentiated instruction
- Project-based learning and student exhibition planning
- Digital art tools and software integration (Procreate, Adobe)
- Portfolio preparation and college art program guidance
- Sculpture, painting, and mixed media instruction
- Art history instruction and visual literacy
- Inclusive education and IEP accommodation
- Student assessment and formative feedback

Education

- Bachelor of Arts (B.A.) in Art Education

University of Minnesota,
Minneapolis, MN

May 2011

Professional Experience

ART TEACHER | MINNEAPOLIS PUBLIC SCHOOLS, MINNEAPOLIS, MN
AUGUST 2017 – PRESENT

- Develop and teach standards-based visual arts curriculum to 200+ students annually across grades 6–12, covering drawing, painting, sculpture, and digital media
- Organize annual school art exhibition that doubled student participation from 80 to 160 students over 4 years through expanded outreach and curriculum integration
- Integrate digital art tools including tablets, Procreate, and Adobe Creative Suite into daily instruction, increasing student technology proficiency scores by 30% year-over-year
- Developed 4 new curriculum units aligned with Minnesota Visual Arts Standards, adopted district-wide across 3 middle schools
- Coach students in competitive art portfolio preparation, with 12+ students accepted to competitive art high schools and summer programs annually
- Collaborate with English, history, and science teachers on 6 cross-disciplinary projects per year, increasing interdisciplinary student engagement scores by 25%

VISUAL ARTS INSTRUCTOR | YOUTH ART COLLECTIVE, MINNEAPOLIS, MN
SEPTEMBER 2014 – JULY 2017

- Facilitated after-school painting and sculpture workshops for 60+ students in grades 5–12, maintaining 85% program retention rate across 3 academic years
- Helped 30+ students prepare and submit visual arts portfolios to competitive art high schools and summer enrichment programs, with a 75% acceptance rate
- Designed inclusive lesson plans accommodating learners with IEPs, English language learners, and students with physical disabilities, serving 100% of enrolled students
- Coordinated 3 student art exhibitions open to family and community, averaging 200+ attendees per event and increasing program visibility and enrollment

Certifications

- Unreal Engine Environment Design Certificate | Epic Games | value

- Teaching License: Visual Arts (K-12)

State of Minnesota

June 2014