



ANFAL MOHAMMED ALZARRAJ

Teacher assistant

Personal Data

Nationality | Saudi
Date of Birth | April 13, 1995
Department | Graphic Design and Multimedia
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Language Proficiency

Language	Read	Write	Speak
Arabic	Native	Native	Native
English	Excellent	Excellent	Excellent
Others			

Academic Qualifications (Beginning with the most recent)

Date	Academic Degree	Place of Issue	Address
2018	Bachelor of sciences, Graphic Design	Imam Abdulrahman Bin Faisal University	Khobar, Saudi Arabia

Professional Record: (Beginning with the most recent)

Job Rank	Place and Address of Work		Date
Teacher Assistant	Imam Abdulrahman Bin Faisal University	Rakkah Campus, Khobar. Saudi Arabia	2018-current



Workshops and Training Courses

<i>Workshop Title</i>	<i>Organizers</i>	<i>Date and Place</i>
Idea Workout	Saudi Design Week	October 5, 2018 Riyadh, Saudi Design Week
Paper Folding Workshop- 3D	Saudi Design Week	October 5, 2018 Riyadh, Saudi Design Week
Arabic typography & lettering presented by Tarek Atrissi	Tanween Workshops at King Abdulaziz Center for World Culture – Ithra	October, 2018 King Abdulaziz Center for World Culture – Ithra
Introduction to designing & producing arabic fonts presented by Tarek Atrissi	Tanween Workshops at King Abdulaziz Center for World Culture – Ithra	October, 2018 King Abdulaziz Center for World Culture – Ithra
Integrating Critical Thinking in Academic Curriculum	Deanship of adamic affairs	October 9, 2018 IAU
Make Lecture Planning Active	Deanship of adamic affairs	February 12, 2019 IAU
Principles of Arabic Type Design presented by Lara Captan	King Abdulaziz Center for World Culture – Ithra	February 18 – 22 , 2019 King Abdulaziz Center for World Culture – Ithra
Footwear Design presented by Omar Bailey	King Abdulaziz Center for World Culture – Ithra	April 8 - 12, 2019 King Abdulaziz Center for World Culture – Ithra
Netaj 2D Workshop	College of Design - GDM Department	October 1, 2019 IAU
First Aid Workshop presented by Mr. Hussain Alajmi	College of Design	October 8, 2019 IAU
Social Responsibility Bank and Challenges	Community Service Unit	October 10, 2019 IAU
IAUs Strategic Plan	Office of Vice president for Studies, Development, and Community Service	October 22, 2019 IAU
Dealing with Stress and Exams Anxiety presented by Mr. Osama Al Jamea	College of Design	December 1, 2019 IAU
Drawing on The Right Side of The Brain	Savannah College of Art and Design (SCAD)	December 10, 2019 IAU
The Art of Impact Presentations presented by Tareq Porter	King Abdulaziz Center for World Culture – Ithra	February 13-14, 2020 King Abdulaziz Center for World Culture – Ithra



Teaching Activities

Undergraduate

#	Course/Rotation Title	No./Code	Extent of Contribution (no. of lectures/Tutorials. Or labs, Clinics)
1	Graphic Design Studio 3	GRDSG 201	Teacher assisting
2	Packaging	GRDSG 431	Teacher assisting
3	Multimedia	GRDSG 432	Teacher assisting
4	Modelling and sculptor	GRDSG 531	Teacher assisting
5	Print Advertising I [Design Studio: Brand Communication]	GRDSG 401	Teacher assisting
6	Production	GRDSG 332	Teacher assisting
7	Computer Imaging II [Motion Graphics]	GRDSG 342	Teacher assisting
8	Advanced Techniques - Illustration	GRDSG 512	Teacher assisting
9	Visual Merchandising	GRDSG 521	Teacher assisting
10	Design Seminar	GRDSG 522	Teacher assisting
11	Web Design	GRDSG 320	Teacher assisting
12	Elective: Game Development	GRDSG 543	Teacher assisting
13	Communication Design Studio 1	GRDSG 301	Teacher assisting
14	Theory of Design	GRDSG 205	Teacher assisting

Brief Description of Undergraduate Courses Taught: (Course Title – Code: Description)

GRDSG 201 Graphic Design Studio 3

This course serves as a non-computer introduction to graphic design foundation. The course covers the core elements and principles of graphic design; emphasis will be on research, brainstorming, conceptualizations, color fundamentals, and composition. Students will also explore the design thinking and creative process for problem-solving: Ideation, Development, and final outcome. Practical application and production of materials and techniques, assemblage, and paper construction are introduced to assist in the development of hand skills

GRDSG 431 Packaging

This course defines the role of packaging in product identification, presentation, and production. The unique challenges of adapting typography, illustration, design, and materials to three-dimensional forms are explored. Research includes marketing objectives, structural integrity, and display aesthetics

GRDSG 432 Multimedia

This course will examine common media forms and explore the potential of each medium: the medium of sound, still image, sequential image, moving image, interactive medium (game), and participatory (social media). We will explore how these media are increasingly changing the narrative of the world we live in. Provided by theoretical frameworks to analyze various media content, students will explore factors shaping modern media texts.



GRDSG 531 Modeling and sculptor

This course will explore the program Autodesk Maya and how to use it in creating 3D objects.

GRDSG 401 Print Advertising I [Design Studio: Brand Communication]

In this course, students will explore the delivery of purposeful brand messages through the application of marketing research, advanced visual structures, and intensive involvement in project development. Emphasis is placed upon research and design processes, client communication and professional presentation of work. Explicit outcomes will be required that encompass the relationships between client and designer including the development of realistic timelines and production schedules. Students will further examine typography and forms of image making for specific design applications. Students will develop strategies for optimizing client communications and understanding feedback and its place in the creative process. Studio practice will include student-driven critique and customer input.

GRDSG 332 Production

In this course, students will consolidate their studio practice with the practical requirements of print and digital production. Students will examine print industry standards and press requirements for various forms and the interactions of the designer with client and print vendors. Emphasis will be on understanding the printed book from a production standpoint. Core concepts will include halftone, CMYK theory, proper use of bleed and die-lines, industrial printing process, correct file formats and delivery requirements. Assessments will include tests of both knowledge and practical application.

GRDSG 342 Computer Imaging II [Motion Graphics]

This course is interned to focus on creating motion, animation and time-based experiences for screen-based design purposes. Emphasis will be on teaching student the basic methods of building time-based-media, composting motion graphics and animations using industry standard applications.

GRDSG 512 Advanced Techniques - Illustration

In this course, students will be using color mediums and techniques learned in previous courses to find their own individual style that will enable them to create conceptual illustrations that enable them to communicate ideas visually and to interpret a narrative effectively and convincingly. Based on a sequence of workshops and class assignments that will aid them develop their storytelling skills.

GRDSG 521 Visual Merchandising

This course provides students with the knowledge and training in visual merchandising and promotion within the context of the graphic design and multimedia industry. Creative opportunities are provided to develop skills through the application of display and other promotional merchandise activities. Case study analysis and visual projects are the primary methods undertaken to solve problems. Students will develop skills in display presentation; conceptualization and implementation based on an understanding of visual merchandising concepts, narratives and theories as well as planning strategies and techniques. Individual, group and promotional coursework will be required.

GRDSG 522 Design Seminar

Design seminar is a comprehensive design course allowing students the opportunity to apply the combined understanding gained from earlier courses and their internship to deliberate a wide range of theoretical issues that impact the design profession. Students will be examining the ever-changing role of the designer and the design profession through the lens of social responsibility and citizenship. All to assist in the preparation for professional design practice after graduation.



GRDSG 320 Web Design

This course is an introduction to graphics for web and application design. It will serve as the foundation course for the development of the skills necessary to design and develop web-based content. This course will be divided into two sections: Design and Development. In the first part, Design, students will learn the basic principles of design for websites that serve as business and marketing solutions. In the second part, Development, students will learn to construct websites using basic structuring methods and Industry standard software. Concepts explored will include usability and access, audience analysis, and Arabic content implementation.

GRDSG 543 Elective: Game Development

This course introduces the conceptual and technical process involved in the design and production of games. Addresses the history of games, its Core Concept, Culture in games, Rules of play and Defining play

GRDSG 301 Communication Design Studio 1

In this course, students are provided the opportunity to understand methodologies and strategies used for building and maintaining narrative-based visual identities (branding). Students will employ advanced use of typographic skills; corporate client projects focus on use of graphic design to express core values and impact consumer perceptions of the brand. Outcomes may include graphics and complete branding systems. This course will produce visual narratives through both print- and screenbased designs. Oral and visual presentations are a core aspect of this course and brands and presentations go hand-in-hand.

GRDSG 205 Theory of Design

This course is an introduction to the fundamental theories of graphic design. It will introduce the elements and principles of design, spatial relationships, and basic principles of proportions, modular system, and golden section both theoretically and in practice. The course will also introduce the foundations of semiotic reading of images and their underlying meaning.

Administrative Responsibilities, Committee and Community Service (Beginning with the most recent)

Committee Membership

#	From	To	Position	Organization
1	March 2019	May 2019	- Printing and designing Committee - exhibition organizing and space management Committee	Exhibition Committee
2	February 2019	Present	Member	Facilities Management Committee
3	February 2019	January 2020	Review and prepare exams, invigilate during exams	Assessment Committee
4	September 2018	Present	Designer	Design Committee
5	October 2018	May 2019	Designer	Sana-Design Committee



Volunteer Work

#	From	To	Type of Volunteer	Organization
1	February 11, 2020	February 11, 2020	Assisting in presenting Typography and Block Printing Workshop for Mwhiba students for “ithra’at Almustgbil “ program	IAU
2	February 4, 2020	February 4, 2020	Assisting in presenting Paper Engineering Workshop for Mwhiba students for “ithra’at Almustgbil “ program	IAU
3	April, 2019	April, 2019	Introducing the college and its majors and answering the question of the visitors from locals high schools	IAU
4	February 5, 2019	February 5, 2019	Introducing the college and its majors by giving a seminar to freshmen year students in IAU	IAU
5	January 31, 2019	January 31, 2019	Conducted a Netaj Workshops in Concrete Making	IAU
6	January 24, 2019	January 24, 2019	Conducted a Mawhiba Workshops: in Concrete Making for highschool students	IAU
7	2016	2016	Member of the executive team of Ruqii society	Wameedh Association
9	2016	2016	Graphic designer in the social media team	3rd Mehna Event
10	2016	2016	Graphic designer / organizer.	Ithaq Summer Program
11	2016	2016	2D expert trainer.	Sabic Summer Program

Personal Key Competencies and Skills: (Computer, Information technology, technical, etc.)

1	Adobe Creative Cloud (Photoshop Illustrator InDesign AfterEffects).
2	Print and Digital design.
3	Book binding
4	Packaging
5	2D fabrication and machine operating (Laser cutter, CNC, Vinyl cutter)

Last Update

July 2020