

MONA FARROKHI

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Experience

San José State University – Lecturer in Digital Media Art

San Jose, CA | Contract | Aug 2025 – Present

- Developed and taught project-driven curricula across lower- and upper-division digital media courses. Initially led an introductory course in Digital/New Media Arts, covering foundational visual design tools, web development, and mixed-media workflows through lectures, critiques, and discussion-based learning, producing a strong portfolio of student work.
- The following semester, I was invited to teach Art as System, an upper-level, in-studio bridge course focused on collaborative and large-scale digital arts production mentality. The course is structured around real-world pipelines, installation planning, and coordinated team roles, with students developing a shared project under my direction as project lead and mentor. Instruction draws on my background in installation, procedural and technical art, mixed-media fabrication, project management, and academic training in traditional art disciplines, with the semester structured as an active, evolving production culminating in a planned gallery exhibition.

24 Hour Fitness – Sales & Service Expert

Oakland, CA | Part-time | Jul 2021 - Dec 2021

Delivered membership sales through client consultations, facility tours, and targeted needs assessments that converted walk-ins into members. Increased engagement by providing clear onboarding and resolving early-stage questions. Supported retention by helping members understand available services and guiding them toward programs aligned with their goals.

INVERSE School – Studio & Production Assistant

Tehran, Iran | Part-time | Jun 2017 - Jan 2019

Supported digital entertainment programs by coordinating studio operations, managing workshop logistics, and maintaining smooth technical workflows. Prepared materials, organized rosters, ensured equipment readiness, and handled real-time troubleshooting. Assisted production needs including class filming, workshop documentation, and student shows. Collaborated with visiting instructors and adapted to varied teaching styles. Served as a main office contact for inquiries and operational support, recognized for proactive communication and fast problem-solving.

Center of Advanced Systems & Technologies (CAST) – Pre-Production Concept Artist

Tehran, Iran | Contract | Jan 2017 - Feb 2018

Developed concept art, storyboards, and production illustrations for the Surena III Robot, aligning visual direction with technical and design requirements. Created detailed sketches and finalized illustrations to define the robot's form, movement, and interactions. Collaborated with engineering and industrial design teams to refine visual elements and ensure feasibility. Researched market trends and audience expectations to inform design choices. Contributed visual guidelines and prepared assets for interactive media and promotional materials.

Cultural Organization of Municipality of Tehran – Product Design Intern

Tehran, Iran | Internship | Sep 2017 - Jan 2018

Supported public-space initiatives through research on social, cultural, and urban use patterns, contributing contextual insights to early-stage project development. Assisted with technical drawings and documentation for municipal urban furniture and public-space projects. Gained hands-on experience working within a civic design environment, collaborating with designers and planners under real-world constraints.

Arta Photography Studio – Assistant Coordinator & Associate Designer

Tehran, Iran | Contract to Full-time | 2014 - 2017

- Joined the team as studio apprentice and contract editor, and took on increasing responsibility across projects of varying scale, while serving as a consistent point of contact between clients and the creative team.
- Supported the director with scheduling, task coordination, resource planning, equipment rentals, and print orders, helping keep projects on track and production moving smoothly. Coordinated on-site teams for studio shoots and external events, overseeing setup, capture, and strike to ensure clean, post-production-ready assets.
- Led photo selection, retouching, and album production workflows, delivering 2–5 completed projects per week and executing same-day turnaround for time-sensitive event work. Consulted with clients on creative direction, design, and photography needs, contributed to studio and live event shoots, and handled technical setup, asset organization, and post-production tasks that supported consistent, high-quality outcomes.

Skills

Node-based visualization (TouchDesigner, Max/MSP) • Adobe Creative Suite • 3D modeling (Rhino 3D, Blender) • Basic GLSL, Python & HTML/CSS • Projection mapping & interactive installations • Traditional art: sketching, painting, sculpting, drafting • Pipeline coordination & digital organization

Live Shows, Exhibits, Awards

- **ICA San José: *Who Am I Without You* (Jun-Aug 2025)** – Group show
 - **Herbert Sanders Gallery: *The NOISE I See* (Apr 2025)** – Solo show: a series of interactive multimedia installations created in fulfillment of degree in MFA in Digital Media arts
 - **Playing the Library: MLK (2025)** – Conducted live visuals for a concert in collaboration with SJSU Music Department Symphony lead by Christopher Luna-Mega & Pablo Fruman
 - **San José City Hall Rotunda Concert (2024)** – Co-designed and conducted generative visuals in collaboration with award winning Symphony lead by Christopher Luna-Mega & Pablo Fruman
 - **Black Gallery: *Do You See It Now* (2024)** – Solo show: (interactive multimedia installation)
 - **Art Battle International** – San Francisco City Championships Live Painting Competition Winner (2022), US National Championships Finalist (2023)
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Education

Digital Media Arts, M.F.A., San Jose State University, 2022 - 2025

Industrial Design, B.A., Iran (Tehran) University of Art, 2015 - 2019

Authorized to work in the United States for any employer.