MARK WADLEY

Writer | Critic | Graphic Designer | Master of Fine Arts

443.691.3601 mwadley@gmail.com www.markwadley.com

SKILLS

Writing - literary, critical, informational | Editing for style, content, and mechanics Typesetting and design for print and digital media | Audiovisual production | Research Creative problem-solving | Project management | Event planning and promotion

PUBLISHING & DESIGN

2022 - present

BRUISER magazine - editor, publisher, graphic designer

2017

Deterritorial Audio Magazine publisher, editor, audio engineer, graphic designer

2016

Welter Literary Magazine #51 - editor-in-chief

2014

"Starcrossed: The Art of Baltimore Promotion", Platform Gallery - featured designer

"Broadsides Project Vol. 1", Black Aggie Press - editor, designer, screenprinter

EDUCATION

2022

University of Maryland Global Campus - MicroMasters Certificate in Instructional Design and Technology

2018

University of Baltimore - Master of Fine Arts in Creative Writing and Publishing Arts

2010

Rhodes College - Bachelor of Arts in Philosophy, cum laude with honors research

WRITING & CRITICISM

2022 - 2023

Baltimore Writers' Club book features and interviews, Baltimore Fishbowl

Nonfiction book criticism, Kirkus Reviews

First round reading (memoir), *Publishers Weekly* BookLife Prize

Ibex Clone - All Channels Clear album onesheet, Goner Records

"Delivery - Forever Giving Handshakes Album Review", *Post-Trash*

"Interview with Matthew Byars of Attorneys General and Essential Tremors", BRUISER

"Jobber - Hell In A Cell Album Review", Post-Trash

"TFS - Moonburn Album Review", Post-Trash

"Untitled" (poetry), Don't Submit

Revenant/A Degenerate Model for Living zine, Intercourse Publishing

2018

All By Our Lonesome fiction collection, Grotesque Materials

"Ancient Secrets of the Peavey Cult", Distortion LTD

"Review: Infinite Resignation by Eugene Thacker", Maximum Rocknroll

"Review: Thoreau's Microscope by Michael Blumlein", Maximum Rocknroll

2009

"Review: Shadowplay by Norman Lock", The Quarterly Conversation