

# EMILY SUBR

emilysubr.com | emsubr@gmail.com | 937-479-3150

## EDUCATION

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<b>MFA The Ohio State University, Digital Animation and Interactive Media</b>	<b>2020-2023</b>
<b>BFA The Ohio State University, Art and Technology</b>	<b>2016-2020</b>
Summa Cum Laude	
Dean's List   Fall 2016 – Spring 2020	

## WORK EXPERIENCE

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### **The Ohio State University | Graduate Research Assistant | January 2021 – May 2021**

- Work with Houdini pipeline

### **The Ohio State University | Student Associate | March 2020 – August 2020**

- Meet with prospective students to discuss their interests and educational routes.
- Organize materials to provide proper resources to students in the arts.

### **The Ohio State University | Teaching Assistant | January 2020 – April 2020**

- Assist in teaching 3D animation in Cinema 4D.
- Work with students one-on-one to address questions and problems.
- Help lead lectures and show videos in professor's absence.

### **SIGGRAPH L.A. | Student Volunteer | July 2019**

- Assist in demonstrating VR advances to create a foundation between attendees and exhibitors.
- Show initiative in completing task in a timely manner to meet team deadlines.
- Develop proficiency in the presenting of technology and art under the direction of gallery director.

### **The Ohio State University | Animation Intern | July 2018 – November 2018**

*Continuous War Train* by Ken Rinaldo | <http://www.kenrinaldo.com/portfolio/continuous-war-train/>

- Assist in modeling, texturing, animating, staging, and lighting various settings.
- Help team stay on schedule and meet all deadlines assigned. Show initiative in completing task.
- Assist in research of OSU Undergraduate render farms and rendering systems.

### **Decoy Art Studio | Studio Assistant | April 2016 – December 2018**

- Develop understanding of color theory and 3D forms to assist in visitors with studio projects.
- Assist in creating paintings and décor for studio and off-site events.
- Efficiently assist visitors with projects, classes, and social gatherings in person and/or on the phone.

## EXTRACURRICULAR ACTIVITIES

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### **Art and Technology Club | President | 2019 to 2020**

- Facilitate relationships between other student organizations as well as artist and companies outside of campus.
- Lead workshops that allow students to learn new software and art skills as well as become confident in speaking and displaying art.
- Teach people the power art has on a global scale in dealing with social, environmental, and cultural issues.

### **Undergrad Curriculum Committee | Student Representative | 2019 to 2020**

- Sit in on meetings related to reforming curriculum for Bachelor of Arts and Bachelor of Fine Arts for present and future students.
- Offer feedback on department goals and electives based on experience as a student.

### **NEX+ Crew | Co-Production Chair | 2019 to 2020**

- Edit videos and graphics based on an understanding of story and movement in dance.
- Actively work with executive board to plan workshops, auditions, and events to create a space for dancers to grow.

### **Chinese American Student Association | Co-Media Chair | 2018 – 2020**

- Help facilitate relationships between student organizations and the community through social media, film trailers, flyers, and banners.
- Assist in planning events that allow people to increase their understanding of Chinese culture.
- Facilitate scripting, filming, and editing content for major events, such as Chinese New Year.

## **EXHIBITIONS AND FESTIVALS**

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<i>Continuous War Train</i>   Da Festival   Sophia, Bulgaria	<b>2019</b>
Blockchain Bio-Dataveillance Juried Exhibition   Columbus, Ohio	<b>2019</b>
OSU Undergraduate Juried Scholarship Exhibition   Columbus, Ohio	<b>2019</b>
<i>Continuous War Train</i>   New Art Festival   Lisbon, Portugal	<b>2018</b>
<i>Continuous War Train</i>   Salone Delgi Incanti   Trieste, Italy	<b>2018</b>
Overclocked: Art and Technology Juried Exhibition   Columbus, Ohio	<b>2018</b>
Re: Base – When Experiments Become Attitude   Taipei, Taiwan	<b>2018</b>
State of Emergence Juried Exhibition   Columbus, Ohio	<b>2017</b>

## **HONORS AND AWARDS**

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Inclusive Excellence Fellowship	<b>2020</b>
Aida Award   Department of Art	<b>2019</b>
Aida Cannarsa Snow Award   Department of Art	<b>2018</b>

## **KEY SKILLS**

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**Software:** Maya, Cinema 4D, Photoshop, Unity, After Effects, Agisoft Metashape, Quixel Mixer

**Creative:** Modeling, Animation, Storyboarding, Illustration