



Emily Subr

3D GENERALIST

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PROFILE

Dedicated to supporting and creating a diverse range of visions. Self-motivated and always ready for a challenge. Looking for the opportunity to contribute, grow, and learn

SOFTWARE

FOCUS

Maya, Cinema 4D, Adobe Photoshop, Adobe After Effects, Adobe Premiere, Unity

KNOWLEDGABLE

Houdini, Nuke, Substance Painter, Javascript, Aframe

SKILLS

Video Editing
3D Modeling
Physical/Digital Lighting
Game Design
Photography
Realtime Animation
Sound

WORK EXPERIENCE

The Ohio State University

GRADUATE RESEARCH ASSISTANT

JAN. 2021 - CURRENT

- Develop and test augmented reality experiences
- Translate 360 images into 3D environments for VR
- Create Hi-poly, Low-poly scenes
- Film demonstrations of AR experiences and integrate into website

Bangers Only Records - Contract

VIDEO DIRECTOR "SLOW DANCING AT MIDNIGHT"

MAY 2021 - AUG 2021

- Carry out project from storyboard to executables
- Develop 2D/3D animation for music video
- Create VFX to highlight vision of musician
- Set up meetings for reviewing progress

Chinese American Student Association

MEDIA CHAIR

AUG. 2018 - MAY 2020

- Manage team of 10 to 20 in filming, scripting and editing creative content for major events
- Assist in scouting for filming locations
- Create cinematic trailers based on theme of events
- Edit raw footage to create an adaptable video series for a live audience
- Create VFX, motion graphics, and 2D animations

NEX+ Crew

CO-PRODUCTION CHAIR

AUG 2019 - MAY 2020

- Convert raw footage into 3-4 minute polished videos
- Maintain fast turnaround time to meet monthly resolutions
- Revise videos based on feedback of team leader

EDUCATION HISTORY

Master of Fine Arts in Design, The Ohio State University

AUG. 2020 - EXPECTED MAY 2023

- Specialization in Digital Animation and Interactive Media

Bachelor of Fine Arts in Studio Arts, The Ohio State University

AUG. 2016 - MAY 2020

- Specialization in Art & Technology