

# Emily Margarita Subr

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## Skills

- 3D General: Unity, Maya, Arnold, Houdini, Cinema 4D, Adobe Suite
- Basic Scripting: C#, HTML, JavaScript
- Other Tools: Microsoft Suite
- Additional: Teamwork, Communication, Organization, Concept Development, Modeling, Animation

## Education

The Ohio State University 05/2020  
Master of Fine Arts, Design: Digital Animation & Interactive Media  
Early Offer Inclusive Excellence Fellowship

The Ohio State University 05/2023  
Bachelor of Fine Arts, Studio Arts: Art & Technology

## Certifications:

CG Master Academy, Instructor: Ben Keeling 03/2024  
Intro to Asset Creation for Games

## Relevant Experiences

3D Artist & Interactive Designer 04//2023 - Present  
*Like Leaves. Like Carrots* | Parnassus Performance Laboratory | Contract

- Created and optimized three stylized low-poly character models.
- Demonstrated expertise in environment design and modeling, that complemented the artistic direction and storytelling of the project.
- Assembled and animated interactive multi-level scenes in Unity.
- Played a pivotal role as Co-Technical Director aiding in the virtual world synchronization and the live-action theater performances at the Wexner Center for the Arts, ensuring coordination of multimedia elements.

Freelance 3D Artist/Interactive Designer 01/2024 – 04/2024  
*OASIS* | Livable Futures | The Ohio State University

- Collaborate to design a 3D world based on pre-existing performance content.
- Design, paint, and customize 3D assets, models, textures, and animations, and integrate them into Unity.
- Utilized C# to create immersive and thought-provoking interactions in virtual reality.

Graduate Research Associate 01/2021 – 05/2023  
The Ohio State University

- Leveraged Houdini to translate 360-degree images into 3D models, transitioning high-poly models into low-poly counterparts, ensuring optimal performance and visual fidelity.
- Assembled different scene layouts in Unity for VR and AR

- Showcased expertise in 3D modeling and HDR image capture for impactful assets and visuals.
- Integrated various types of augmented reality (AR) into real-world environments, demonstrating expertise in optimizing lighting and shadow effects to ensure seamless and realistic visual integration in AR.
- Supported the research and design of interactive virtual and augmented reality environments, specifically tailored for medical research studies and accessibility in data analytics.

## Other Relevant Experiences

Freelance Digital Assistant  
Livable Futures

04/2024 - Present

- Update website material and maintain schedules for all content.
- Organize visual presentation of content as well as staying up to date on media trends.
- Design creative post that encompasses the message of the writer, performer, or contributor.

Digital Designer - Contract  
KW Crafted Solutions LLC.

05/2024

- Design logo based on the values and identity of client's brand.
- Maintain quick turnaround for the revision pages of designs for client.
- Translate logo and company designs into branding materials for visualization of products.

## Projects

Lighter  
Kayla Lehman's *Self in Progress*. Short  
Animation

01/2022 – 04/2022

- Responsible for lighting four digital environments in Maya.
- Cinema Columbus. AMSC "Bring Your Brilliance" Short Film Festival. Palm Springs Animation Festival. Berkeley Springs Film Festival (WV) - Winner: Best Student Film. Detroit International Festival of Animation.

Video Director  
Kovei's *Slow Dancing at Midnight*. Music Video

05/2021 – 08/2021

- Contracted by Kovei for Bangers Only Records.
- Responsible for layout, modeling, 2D animations, and lighting.

Animation Intern  
Ken Rinaldo's *Continuous War Train*. Short  
Animation

06/2018 – 11/2018

- Responsible for 3D Modeling, Staging, Animating.
- B3 Biennale of Moving Image (Frankfurt 2020), Space: Willing N Dealing (Seoul 2020), Da Festival (Sophia, 2019). Salone Delgi Incanti (Trieste 2018). Museu de Historia Naturale da Ciencia (Lisbon 2018). Taiwan Contemporary Culture Lab (2018).

## Volunteer Work

NEX+ Crew | Co-Production Chair  
CASA | Co-Media Chair  
GDEX | Volunteer  
SIGGRAPH | Volunteer

2019 - 2020  
2018 - 2020  
2019  
2019

## Exhibitions

- Emily Subr, *Secret Message (Interactive Animation Film)*, DigiEYE, Wexner Center for the Arts, Columbus, Ohio. November 9, 2021.
- Emily Subr, *Obsession (Found Footage Film)*, OSU Undergraduate Juried Scholarship Exhibition, Hopkins Hall Gallery, Columbus, Ohio. February 2019.  
Selected for Aida Canarsa Snow Award
- Emily Subr, *Children of War (2D Animated Short)*, OSU Undergraduate Juried Scholarship Exhibition, Hopkins Hall Gallery, Columbus, Ohio. February 21 – March 1, 2018.  
Selected for Aida Canarsa Snow Award