

ABIGAIL AYERS

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EDUCATION

2020

Master of Fine Arts: Design

The Ohio State University, Columbus, OH

Specialization: Cognitive Brain Sciences

Thesis Title: "The Collaborative Nature of Designing Narrative VR Experiences"

Thesis Advisor: Maria Palazzi

2016

Bachelor of Fine Arts: Animation

Columbus College of Art and Design, Columbus, OH

Magna Cum Laude

PROFESSIONAL EXPERIENCE

Industry

**June 2020 -
PRESENT**

Interactive Designer and Developer

LittleSeed, Inc.

- Designs and develops headset and browser-based virtual reality applications from concept to launch, with a rapid-prototype approach.
- Collaboratively works with subject matter experts to develop interactive content to meet research or educational goals.
- Provides technical support and content updates for long-term projects.

**June 2019 -
June 2020**

Digital Animation and Interactive Media Intern

LittleSeed, Inc.

- Engaged in collaborative design processes to develop story and 3D assets for new game worlds.
- Utilized the entire 3D pipeline to develop visually engaging game environments in Unity3D.
- Analyzed potential virtual reality proposals to determine the scope of the project for clients.

**June 2016 -
Aug 2016**

3D Art Intern

Multivarious Games

- Created low-poly 3D Art Assets for an in-house game title, with a focus on initial concept, modeling, and texturing.
- Attended and participated in team meetings and game design sessions.

Teaching

**Jan 2018 -
Dec 2019**

Instructor

Columbus College of Art and Design, Columbus, OH

3D Animation | Saturday Morning Art Classes

- Introduced students to each major area of the 3D Animation pipeline, from modeling to rendering, using industry-standard software (Autodesk Maya).
- Formed an adaptable class structure that spoke to the student's interests and backgrounds in animation.

Intro to Game Design | Creative Summer Workshops

- Developed a prototype-driven class set over five days, introducing students to the principles and technologies involved in game design.
- Created pre-made assets for students to design their own game levels.

**Aug 2017 -
May 2018**

Graduate Teaching Associate

The Ohio State University, Columbus, OH

Design Department

Courses Assisted: *Design Fundamentals I, Design Fundamentals 3*

- Provided assistance inside and out of the classroom through feedback, additional resources, and daily critique of the application of foundational design elements.

- June 2014 - Aug 2017** **Residential and Teaching Assistant: College PreView Program**
Columbus College of Art and Design, Columbus, OH
Courses Assisted: Animation, Advertising & Graphic Design
- Supported students with feedback and resources for assignments both in and out of the classroom.
 - Enforced college and residence hall policies, supervised student activities, and responded to residential concerns.
 - Engaged with the group through the organization of social and work-based events outside of class time.

- Jan 2014 - Mar 2015** **Teaching Assistant: Saturday Morning Art Classes**
Columbus College of Art and Design, Columbus, OH
Courses Assisted: Drawing (10th - 12th Grade)
- Provided support to the instructor during classtime through class supervision and student critique.
 - Responsible for organizing and ordering necessary materials for class as needed.

Research

- Aug 2018 - June 2020** **Graduate Research Associate**
The Ohio State University, Columbus, OH
Advanced Computing Center for the Arts and Design (ACCAD)
- Performed research duties related to 3D CGI, augmented and virtual reality on collaborative research projects.
 - Provided technical assistance to students and faculty working at ACCAD.

GRANTS & FUNDED PROJECTS

- Aug 2019 - June 2020** **Improving Patient Safety Using Virtual Reality (VR) to Train and Assess Emergency Personnel Responding to a Mass Casualty Incident (MCI)**
Source/Amount: NIH/Agency for Health Care Research and Quality, US Dept. of Health and Human Services.
\$1,999, 392.00.
- Description:** This project will result in the design, development, evaluation, assessment, packaging, and deployment of a highly immersive virtual reality simulation that can be utilized by a wide variety of trainees at universities, medical schools, training programs, and local fire, safety, and EMS departments. The simulation created will enable first responders to train and become proficient in triaging mass casualty incidents to improve patient safety, victim survival, and the safety of first responders.
- Co-Investigators:** D. Danforth, N. Kman, J. McGrath, A. Panchal, D. Way, M. White, J. Fosler-Lussier, W. Schuler, A. Price, A. Oliszewski, S. Swearingen
- Project Period:** 01/01/2018 - 12/31/2022
- Duties:** Completing injury modeling and texturing for avatars; setting up and testing avatars throughout development; preparing avatars for simulation use.

- 2019** **Graduate Research Small Grants Program**
College of Arts and Sciences, The Ohio State University
- Date Awarded: Nov 5, 2019
 - Project Title: "Designing for Narrative Performance in Virtual Reality"
 - Purpose: Supporting conference travel and presentation.

VOLUNTEER

- 2019 - 2020** **Ohio Alliance to End Sexual Violence (OAESV)**
Columbus, OH
- Graphic Design: completed edits to informational print materials, including formatting text and graphic elements.
 - Photography: edited staff portraits for digital publication.
- 2016 - 2017** **Game Development Expo (GDEX)**
Columbus, OH
- Presentation Room Attendant, Dev Day Attendant, Registration

- 2016** **CCAD Family Weekend**
Columbus College of Art and Design, Columbus, OH
- Demonstration in 3D Sculpting and ZBrush.
- 2016** **CoolTechGirls**
Columbus, OH
- Demonstration in Photogrammetry.
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AWARDS & ACHIEVEMENTS

- Oct 2017** **Best Everyday AR Hack**
1st Place: Architecture/Engineering/Construction
Reality Virtually Hackathon. MIT Media Lab, Cambridge, MA.
- 2016** **Mary M. Morton Endowed Scholarship**
Columbus College of Art and Design. Columbus, OH.
- 2015** **People's Choice Silver Telly**
2015 Telly Awards
- *Ignite*, Animated Short Film
 - Credits: Technical Director, Editor
- 2013 - 2016** **President's List**
Columbus College of Art and Design. Columbus, OH.
- 2013 - 2016** **CCAD Dean's Scholarship**
Columbus College of Art and Design. Columbus, OH.
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PRESENTATIONS

Demonstrations

- 2018 - 2020** **"Designing for Narrative Performance in Virtual Reality"**
MFA Thesis Prototype
Virtual Reality Experience
Role: Co-Designer
- PlayTest, 2020. Advanced Computing Center for the Arts and Design, The Ohio State University, Columbus, OH.
 - Zora Neale Hurston Festival, 2020. Orlando, FL.
 - Student Art Collective, 2019. Knowlton Hall, The Ohio State University, Columbus, OH.
 - Spring ACCAD Open House, 2019. Advanced Computing Center for the Arts and Design, The Ohio State University, Columbus, OH.
 - Spring ACCAD Open House, 2018. Advanced Computing Center for the Arts and Design, The Ohio State University, Columbus, OH.
- 2016** **"Project Sphincter"**
Virtual Reality Experience
Roles: Modeling, Lighting.
- Ohio Game Development Expo (GDEX). Center of Science and Industry (COSI), Columbus, OH.
 - CCAD Chroma Exhibition. Columbus College of Art and Design, Columbus, OH.

Conferences

- July 2021** **"Where Thoughts Go"**
AIGA: One Designer, One Work. July 28, 2021, Virtual Presentation.
- Roles: Presenter

Nov 2020 “The Collaborative Nature of Designing Narrative VR Applications”

AIGA Symposium: Design Education. Nov 13, 2020, Virtual Conference.

- Roles: Presenter

May 2019 “Traditional Culture & Cutting Edge Technology: Discovering Andean & Amazonian Worldviews through Digital Interactive Features”

Innovate Conference. May 16, 2019, The Ohio State University, Columbus, OH

- Roles: Co-Presenter - Virtual Reality Experience, Graduate Research Associate

Screenings

2015 - 2017 **Ignite**

Animated Short Film

Credits: Technical Director, Editor

- Ohio Shorts. The Wexner Center, The Ohio State University, Columbus, OH.
- Animation Block Party. Brooklyn, NY.
- Aller au Cinema Premiere. Peggy R. McConnel Arts Center, Worthington, OH.
- Columbus International Film + Video Festival. Columbus, OH.
- Kidsfilmfest. Brooklyn, NY.
- Great Lakes International Film Festival. Erie, PA.
- Film Ramble. Storm King Art Center, New Windsor, NY.
- Independents' Day Festival. Columbus, OH.
- Surreal Shorts. No Festival Required, Mesa, AZ.

TECHNICAL SKILLS

SOFTWARE Adobe Suite [Photoshop, Illustrator, InDesign, AfterEffects, Premiere], Maya, ZBrush, Substance Painter, Unity3D, Unreal Engine 4.

SKILLS Low and High Poly Modeling, Digital Sculpting, Animation, Full 3D Pipeline for game and film assets.

DESIGN VR Application Design, Game Design, Prototyping, Sketching, Storyboarding, Wireframing.