

# ABIGAIL AYERS

(305) 965-1180  
abigailayersart@gmail.com  
www.abigailayersart.com

## EDUCATION

### Columbus College of Art and Design

Bachelor of Fine Art: Animation

Magna Cum Laude  
2016

### The Ohio State University

Master of Fine Arts: Design

Specialization: Cognitive Brain Sciences  
2020

## SKILLS

### SOFTWARE

Photoshop	Maya
Illustrator	ZBrush
InDesign	Substance Painter
AfterEffects	Unity 3D
Premiere	Unreal Engine 4

## EXPERIENCE

### 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.

### Aug 2018 - June 2020 **Graduate Research Associate**

*The Ohio State University*

Advanced Computing Center for the Arts & Design

- Performed research related duties related to 3D CGI, augmented and virtual reality on collaborative research projects.
- Provided technical assistance to students and faculty working at ACCAD.

### Jan 2018 - Dec 2019 **Instructor**

*Columbus College of Art and Design*

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*

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 application of foundational design elements.

## 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

## ACHIEVEMENTS

### Reality Virtually Hackathon

Oct 2017

- Best Everyday AR Hack
- 1st Place: Architecture/Engineering/Construction

### Mary M. Morton Endowed Scholarship

Aug 2016

Columbus College of Art and Design

### People's Choice Silver Telly

2015 Telly Awards

- *Ignite*, Animated Short Film
- Credits: Technical Director, Editor

### CCAD President's List

Dec 2013 - May 2016

Columbus College of Art and Design