

EMILY ANNE BUJNOCH

VISUALIZATION

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EDUCATION

Texas A&M University, College Station, Texas
Master of Fine Arts in Visualization
Graduation Date: August 2022

Bachelor of Science in Visualization, *Cum Laude*
Graduation Date: May 2017

Akademie fur Internationale Bildung (AIB)
Bonn, Germany Study Abroad Program
Date: January - May 2016

MFA BODY OF WORK

2022: Art I Facts, MFA Defense Exhibition
June 7th-19th, 2022
Wayne Stark Gallery, College Station, Texas

EXPERIENCE

Texas A&M University, College Station, Texas
Instructional Assistant Professor (2022-Present); Animation Instructor of Record (2020-'22)

Visual Studies Animation Studio I (Fall '20, '21, '22; Spring '21, '22, '23)

- Responsible for creating, grading, and providing feedback regarding sophomore animation projects for the undergraduate vertical studio animation course. Students were arranged in groups of 6-8 members to create a 30 second short using Autodesk Maya and Renderman.
- Assisted with critiquing student animation shorts particularly my focus areas which include modeling, rigging, project scope, and overall production quality.

Principles of Design III (Summer '21, '22, '23)

- Responsible for lecturing, grading, and providing daily feedback for group based video game milestones created using Unreal Engine 4 and Maya.
- In charge of critiques of student video game projects particularly my focus areas which include character designs, modeling, and rigging

DreamWorks Animation. Glendale, California

2020: Production Coordinator, *Boss Baby: Back in Business*

- Analyzed incoming scripts, updated the episodic breakdown lists and tracked assigned episode's progress from pre-production to the beginning of the post-production process.
- Attended asset review sessions and assisted with critiquing CG assets from the show's overseas studio when requested

2018-20': Production Assistant, *Boss Baby: Back in Business*

- Tracked design progress within Shotgrid and assisted the Production Coordinator with callouts and model pack sheets.
- Attended asset review sessions and assisted with critiquing CG assets from the show's overseas studio when requested

SKILLS & ACCOMPLISHMENTS

Software

- Maya, ZBrush, RenderMan, Unreal Engine 5, Nuke, Houdini, Photoshop, After Effects Substance Painter, Unreal Engine
- Google Drive Suite, Microsoft Office Suite, Shotgrid

Skills

- Maquette clay sculpting, mixed media sculpture, foam core assembly, and taxidermy
- 3D printing experience with PLA, resin, and nylon materials

Awards | Scholarships

- Best Sculpture + Installation at Viz-A-Gogo 28
- Best Sculpture + Installation at Viz-A-Gogo 29
- Best Graduate Research at Viz-A-Gogo 29
- Disney Aggie Alumni Scholarship Recipient