



Emily O'Connor

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(614) 397-5583

Purpose: To captivate audiences with original and inspiring interactive experiences

Education:

AR/VR Visual Design - 2020 - XR Terra

Produced AR & VR applications from concept to MVP
Gained proficiency in Unity animation, lighting and basic C# scripting

MLIS Museum Studies - 2014 - Kent State

Independently curated, designed & installed
400 sf "MuseLab" inaugural exhibit

BA Interior Design - 2011 - Kent State

Graduated Cum Laude from the Honors College
Designed and fabricated senior showcase exhibit
Studied abroad in Florence, Italy - 2010

Skills:

Web Design
UX Design
AR/VR Design
Interactive Design
Graphic Design
Interior Design
3D Modeling/Drawing
Concept/Prototyping
Lighting Design
Accessibility Design
Project/Client Mgmt
Problem Solving
Presentation

Software:

Photoshop
InDesign
Illustrator
3D Studio Max
Premiere Pro
SketchUp/Layout
Unity/C#
AutoCAD
HTML/CSS
JS/JQuery
WordPress/PHP
Elementor
Wrike/ClickUp

Career:

Owner, 3DXR Design - Jan 2021 - Present

Java Central Café, Jan 2022 - Present
Brand Development, Website Design & Development,
Web & DigitalTools Mgmt, Graphic Design

Ronday Technologies, Inc., June - Sept 2021

Concept to MVP, shipped original spaces
Modeling, UV Mapping, Lighting, Animation,
Interactive Design, Simple Scripting

Exhibit Designer - March 2018 - June 2020

ExhibitPro, Columbus, OH
Re-Branded rental assets using Vectorworks
Furloughed due to Covid-19

Taylor Studios, Inc., Champaign, IL

Concept, Detail, Lighting & Interactive Design
Client Presentation, Vendor Communication

Art Preparator - March 2014 - March 2018

Savannah College of Art & Design, Savannah, GA
Columbus Museum of Art, Columbus, OH

Exhibit Fabrication, Installation, Lighting
Assist Exhibit Design, Production Documents

Select Portfolio:

Websites

Java Central Café & Roaster - November 2022
(JavaCentral.coffee)

Tripping Vittles - November 2023
(TrippingVittles.com)

Web Design & Development - WordPress, Elementor,
WooCommerce, SEO, Responsive, Accessible, Interactive Design,
Graphic Design, Brand Development & Marketing

World Building

Ronday Technologies, Inc. - August 2021
(Small Modern Office, Web/App, Virtual Collab Environment)

XR Terra & Ryot Studios - November 2020
(Hermés Experience, VR/App MVP, XR Retail Experience)
Concept, Prototyping, Space Design, 3D Modeling, Rendering,
Interactive Design, Animation, UV Mapping, Scene Lighting

MADL, Muskegon, MI 2018 - 2019
(Storyville, Physical Install, Interactive Children's Exhibits)
Concept, Detail Design, 3D Modeling, Rendering, Presentation