Taylor Olsen

**EDUCATION**

The Ohio State University

MFA – Design | Digital Animation & Interactive Media 2020

Thesis: *“Animation as an Instrument: Designing a Visual-Audioizer Prototype”*

Dakota State University

BS – Digital Arts & Design | Production Animation 2016

Minor: Art & Computer Graphics

**Grant Work**

“The Quarantine Cookbook: Documenting Migrant Food Networks Under Covid” **2021 – Present**

Source: Covid-19 Special Grants Initiative - OSU  
Description: “The Quarantine Cookbook is a collection of critical and creative pieces addressing   
the intersection of migration and food during this time of crisis. Contributions will come from   
writers, chefs, restaurateurs, and artists, as well as home cooks and local immigrant families in   
Columbus, Ohio, and around the country. Collaborators will also build a companion website to   
The Quarantine Cookbook, where members of the public will be invited to submit their stories   
and recipes from the quarantine period. This site will include a dedicated page for The Ohio   
State University community, which will serve as a living archive of the experiences of students,   
faculty and staff in isolation during the crisis.”  
Working associates: Phillip Gleissner (DSEELC), Harry Kashdan (DFA), Maria Palazzi (Design/ACCAD),   
Leigh Bonds (University Libraries), Gabriela Miniello (Design/ACCAD)

**Role: Front-end Web Development (Omeka-S), Design Researcher**

“The Digital Chinese Theater Collaborative” **2021 – Present**

Source: Arts and Humanities Large Grant Award - OSU  
Description: “Development of a prototype for a digital resource center called "The Digital Chinese   
Theater Collaborative." The project's aims are twofold. For one, as the first curated site on the   
aesthetics and global impact of traditional Chinese musical theater, it will serve as a research and   
teaching companion to Sieber's co-edited volumes How To Read Chinese Drama: A Guided   
Anthology (Columbia University Press, forthcoming 2021) and How To Read Chinese Drama: A   
Language Companion (under advance agreement with Columbia University Press). The project   
will explore how participatory design methods can mobilize DEI values for the presentation of   
complex intercultural content, while developing a model for interdisciplinary collaboration in the   
Digital Humanities more generally.”

Working associates: Patricia Sieber (DEALL), Marjorie Chan (DEALL), Maria Palazzi (Design/ACCAD),   
Leigh Bonds (University Libraries), Gabriela Miniello (Design/ACCAD)  
**Role: Front-end Web Development (Scalar), Design Researcher**

“Debunking Myths about Contraceptive Safety Among Women in Kingston Jamaica: Randomized Control Trial” **2017 – 2018**

Source and Amount: Society of Family Planning, $120,000.00

Description: “Design and create Informational Video and Animation to debunk myths   
and confusion surrounding contraceptive safety. Contraceptive methods often go unused   
because of false concerns about the side effects and health risks associated with them.”

Co-Pls: Dr. Maria Gallo (College of Public Health), Kingston: Tina Hylton-Kong, MBBS, of  
the Epidemiology Research and Training Unit); Maria Palazzi (Design/ACCAD); Natalie   
Medley-Singh (MBBS, DM, of the department of obstetrics, gynecology, and child health);   
and Althea Bailey (MPH, of the department of community health and psychiatry at The   
University of the West Indies at Mona); and with Markus Steiner, PhD, senior   
epidemiologist at the University of North Carolina at Chapel Hill.

**Role: Digital animation, motion graphics, graphic-asset creation**

**TEACHING EXPERIENCE**

The Ohio State University – Dept. of Design

Lecturer (Undergrad) – Visualization Principles | Design Fundamentals | Analog Game Design 2020 – Present

Create specialized assignments to improve design skills and design vocabulary, grade/critique, teach rudimentary/intermediate drawing/drafting/construction techniques, demonstrate techniques in 3D forms and print-media and motion graphics, inform methods of using software (Illustrator, Photoshop, InDesign)

The Ohio State University – ACCAD

Lecturer (Grad/Undergrad) – Interactive Arts Media I Fall 2021

Teach fundamental web development (HTML/CSS/JS), demonstrate information architecture & design methods applied beyond the nature of the course, provide students with theory/techniques/resources in interdisciplinary environments

Sylvan A+ Arts Academy

Summer Program Tutor – Drawing / Reading / Math Summer 2021

Instruct rudimentary reading/math skills to under-represented demographics in education surrounding the Columbus (Ohio) area

The Ohio State University – Dept. of Film

Graduate Teaching Assistant / Teaching Associate – Filmmaking Foundations 1 & 2 2019 – 2021

Teach video software (Premiere, After Effects), lead critiques and grade assignments, curate student film content for portfolio submissions, run film-equipment checkout room

The Ohio State University – Dept. of Design

Graduate Teaching Assistant – Visualization Principles | Design Fundamentals 2017 – 2019

Teach design software (Illustrator, Photoshop, InDesign), initiate collaboration between students, critique and refine yearly study plans, grade assignments

**Work Experience**

Advanced Computing Center for the Arts & Design – Digital Humanities Grant – OSU  
Graphic Designer, Front-end Developer, Design Researcher 2021 – Present

Design graphics and develop identity assets, run curated stakeholder sessions, attend collaborative meetings, create and maintain archival website

Livable Futures – Global Arts & Humanities Grant – OSU  
Freelance Designer, Animator, Audio Editor 2021 – 2022

Design graphics and maintain identity assets, create podcasts, curate content for social media presence, create animations, attend collaborative meetings, update & help maintain website (HTML, CSS)

Ohio Dance Group

Freelance 3D Animator 2019 – 2020

Produce series of animated vignettes for documentary, motion capture animation editing

The Ohio State University – Advanced Computing Center for the Arts & Design

Graduate Research Assistant 2018 – 2019

Motion capture animation and editing, create motion graphics and visual assets for informational videos, re-populate ACCAD’s online research gallery

Sterling E-Marketing

Video/Audio Editor & Motion Graphics Specialist 2016 – 2017

Create motion graphics for local commercials, on-site audio/video recording and editing, idea pitching and collaborative meetings with clients, interact with clientele and discuss animated visions and advertising

ICON Event Hall & Lounge

Intern – Graphic Design, Illustration, Animation 2016

Create motion graphics for event hall, design venue flyers for music/events, create illustrations for logos and advertising

**Publications, Presentations, And papers**

“Animation as an Instrument: Designing a Visual-Audioizer Prototype” **2020**

Thesis document – Design MFA – OSU

“Animation, Sonification, and Fluid-Time: A Visual-Audioizer Prototype” **2020**

Proceedings of the International Conference on New Interfaces for Musical Expression Birmingham City University, pp. 625-630

**Exhibition record**

*“Cease”* – Animation 2021

(Length – 1:37 / Independent short film)   
Screening: DigiEYE at the Wexner Center for the Arts

*“Loon”* – Animation – Solo Exhibition, Senior Capstone Short Film 2016

(Length – 6:16 / Independent short film)

Screening: Haberger Science Center & Gallery, Dakota State University

*“Synergenix”* – Animation 2015-2016

(Length – 3:18 / Independent Student Collaboration / Dance-Experimental)

Role: Animator (Time: 2:19 – 2:36)

Film Festival Selected Entries: Dragon Dreaming Film Festival, Short Film Corner, Siouxland Film Festival,   
Black Hills Film Festival

**Radio Television**

Taylor Olsen – “OSU Film Program Exposes Future Filmmakers to Cutting-Edge Technology” 2018  
WCMH-TV – Columbus, OH – July 1st, 2018.

**Print media**

“Giants in the Earth” – Collaborative Mixed Media Collage **2014**

Based on the Novel by Edvart Rolvaag – Published work

South Dakota State University

**Technical skills**

Animation | Design | Music | Drawing & Illustration | Sound Synthesis

Knowledge of animation, drawing techniques, music, and technical programs such as:  
After Effects, Animate, Premiere, Maya, Photoshop, Illustrator, InDesign, Procreate, Max/MSP

**Outreach**

Judge 2022

Mad Royal Film Fest