

# Olivia Herneddo

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## EDUCATION

- 2019 - 2022 MFA, Interdisciplinary Digital Media & Performance (Theatre), Arizona State University, 4.0 GPA  
2014 - 2017 BFA, Emphasis in Expanded Media, University of Kansas School of the Arts, Lawrence, KS, 3.65 GPA  
2007 - 2011 BA, double major in Political Science and International Studies, Baker University, Baldwin City, KS

## RELATED EXPERIENCE

- 2024-Present **Hackathon Specialist Advisor to QS ImpACT, Remote**  
Special advisory appointment with QS ImpACT, a global charity accredited by the United Nations Environment Assembly, recognizing young leaders positively impacting their societies. Current role includes designing and launching the inaugural QS ImpACT Skills Challenge, a games-for-good event challenging teams of youth to co-designing digital games that educate and empower communities worldwide on the UN's Sustainable Development Goals (SDGs). Responsibilities include event production; project management; crafting development benefits; creating content copy; drafting contract agreements and invoices.
- 2023-Present **Lead Experience Designer, Enterprise Technology, Arizona State University, Tempe, AZ**  
Responsible for leading the Experience as a Service program at Enterprise Technology, co-creating audience-focused experiences that leverage emergent and interactive technologies to bring ideas to life, narrate compelling stories, and inspire participants to pursue boundless, future-focused possibilities. Portfolio of work includes designing and executing hackathons, design jams, and [high-profile experiences](#) for esteemed clients including [Zoom](#), [Verizon](#), [United Way](#) and [TIAA](#), among others.
- 2022-2023 **Creative Manager, Learning Futures Emporium, Arizona State University, Tempe, AZ**  
Primary storyteller driving immersive experiences within Learning Futures, overseeing the [Learning Futures Emporium's activities](#) to inspire engagement through events, exhibitions, and innovative digital interactions Responsible for designing and hosting partner-funded hackathons and design Jams; as well as operationally-funded community engagements. Digital creator responsible for web content, website design and maintenance, including Gather.Town site.
- Fall 2021 **Management Intern, Herberger Institute of Design & the Arts, Arizona State University, Tempe, AZ**  
Provided professional administrative support to Meteor Studio and Immersive Creation Studio, including managing Career Arcade projects, creating 3D assets, editing website copy, overseeing administrative tasks, conducting research, and leading workshops, as exemplified by equipment management, event coordination, content organization, surveys, and active participation in planning meetings.
- Summer 2021 **Extended Reality (XR) Creative Developer: Modeling/Animation, Tempe, AZ**  
Responsible for building augmented reality, virtual reality, and otherwise immersive experiences through programs including Blender, Unity and Adobe Creative Suite
- Summer 2020 **Graduate Assistant, Herberger Institute Office of Student Engagement, Arizona State University, Tempe, AZ**  
Assisted in the planning and coordination of college specific orientation and fall welcome programs and initiatives for first-year students, transfer students and their families; assisted with the marketing and communication of college transition materials and fall welcome programs; developed assessment instruments to measure the outcomes and validity of fall welcome initiatives, particularly new initiatives; co-supervised, trained and mentored a team of undergraduate student staff to assist with all the above initiatives.
- 2014-2019 **Program Coordinator, Lawrence Arts Center School of Dance, Lawrence, KS**  
Assisted the Program Director, coordinated and managed all correspondence with a school of over three hundred dance students/families, social media, data entry & bookkeeping, contract drafting, and acting as a program liaison to the public. Responsible for completely digitizing all clerical processes related to auditions and production merchandise sales, in addition to training and managing adult/parent volunteers for various productions.

## RELATED SKILLS

COMMUNICATION **Expert:** Slack; Discord; Outlook; Google Suite: Docs, Sheets, Slides and Forms; Zoom Meetings  
**Proficient:** Teams

DESIGN TOOLS **Expert:** Adobe Creative Suite: Photoshop, Illustrator, Premiere, After Effects, Media Encoder  
**Advanced:** Canva  
**Proficient:** TouchDesigner; Unity Game Engine; Blender

PROJECT MGMT **Expert:** Airtable  
**Advanced:** Trello, ClickUp  
**Proficient:** Jira

LANGUAGE **Fluent:** English  
**Conversational:** Spanish  
**Advanced:** ChatGPT; Midjourney

## SELECT VOLUNTEER WORK

- August 2022 **SIGGRAPH Student Volunteer**, Vancouver, Canada  
Student Volunteer, competitively selected to staff the world's largest, annual conference & exhibition in computer graphics/interactive techniques. Individual responsibilities included assisting with registration, checking badges, answering attendees' questions. Staffing areas included the Art Gallery and the Exhibition Hall.
- July 2021 **SIGGRAPH Student Volunteer** (Remote)  
Hand selected to produce 20 hours of Closed-Captioning work for ACM SIGGRAPH Virtual Conference, in addition to moderating various Discord servers, as needed.
- April 2021 **Production Assistant**, Phoenix Art Museum (Remote)  
Assisted with organizing performers and program management for an evening of virtual, networked performances.
- July 2020 **SIGGRAPH Student Volunteer** (Remote)  
Moderated various Discord servers in support of the first virtual SIGGRAPH Conference, set during the Covid-19 pandemic.
- June 2017 **SIGGRAPH Student Volunteer**, Los Angeles, CA  
Student Volunteer, competitively selected to staff the world's largest, annual conference & exhibition in computer graphics/interactive techniques. Individual responsibilities included assisting with registration, checking badges, answering attendees' questions. Staffing areas included the Art Gallery, the Computer Animation Festival and the Exhibition Hall.

## SOLO EXHIBITIONS & DIRECTED PROJECTS

- 2022 *Hello, World!* I.d.e.a. Museum, Mesa, AZ  
2019 *Dea Ex Machina*, The Bourgeois Pig, Lawrence, KS  
2017 *How to Feed a Two-Headed Snake*, KU Union Gallery, Lawrence, KS

## SELECT ARTIST TALKS / WORKSHOPS

- 2022 Conference Co-Presenter, Theatre & Dance for the Very Young Virtual Conference - "*Technologies of Play: Responsive Performance for Very Young Audiences*" (Virtual)  
2021 [Conference Co-Presenter](#), SloMoCo (International Conference on Movement & Computing) - "*[ALT]SOLAS The Future of Workplace Wellness*" (Virtual)  
2020 Conference Speaker - "*Designing the Zone*"; Arizona State University (Virtual)  
2019 Visiting Artist/Lecturer, P.E.O.P.L.E. Program, University of Wisconsin - Madison (Virtual)  
Slide Slam Artist Talk, Artist Inc, Cider Gallery, Lawrence, KS

## SELECT AWARDS

- 2022 Outstanding Graduating Student, Excellent in Innovation and Creative Practice, Herberger Institute for Design and the Arts, Arizona State University  
2022 Polaris Grant, Herberger Institute of Design and the Arts, Arizona State University  
2021 Graduate & Professional Association Research Grant Award, Arizona State University  
2021-22 Graduate College Fellowship, Arizona State University  
2020-11 Katherine K. Herberger Scholarship Award in Film, Dance and Theatre, Arizona State University  
Grad Fellowship Award, Arizona State University

## RESIDENCIES & FELLOWSHIPS

2023-2024	Empowering Leaders Development Program, Enterprise Technology at Arizona State University, AZ
2021	[Nue]Box Collective SEED Resident, Phoenix, AZ
2020-2021	ASU Gammage Molly Blank Fund Teaching Artist Program Fellow, Phoenix, AZ
2019	Artist INC Fellow, Lawrence, KS

## TEACHING EXPERIENCE

2022-Present	<b>Herberger Institute of Design &amp; the Arts, Arizona State University, Tempe, AZ</b> <u>HDA 296/496: Creative Future Studios</u> Facilitates skill development in design, self-analysis, cultural competencies, and communication through creative projects, fostering innovative problem-solving and collaboration within the BS in Technological Leadership program.
Spring 2021	<b>Molly Blank Fund Teaching Artist Residency, Girl Scout Troop 118 (Virtual)</b> Designed and led a 3-day online residency for middle schoolers focusing on linear relationships in collage art. Students designed and created their own digital collages using Pixlr, following principles of one-point, two-point and three-point perspective.
2019-2021	<b>Graduate Teaching Assistant, Arizona State University, Tempe, AZ</b> <u>THF 255: Media Authorship</u> Spring 2020-21 Teaching assistant guiding students in digital media tasks, including manipulation, editing, compression, and optimization, while creating videos, grading, and facilitating communication.  <u>THF 215: Design &amp; Composition for Film &amp; Theatre</u> Fall 2019, Spring 2020 Teaching aesthetic principles used in stage and screen design, covering design elements, conceptualization for theater/film, collaboration, and visual communication methods; initially in-person, transitioned to virtual due to Covid-19. <u>THF 126: Professional Development II: Multidisciplinary Collaboration</u> Spring 2020 Community building within the School of Film, Dance and Theatre; connections with faculty; foundations of creative process; attendance and written response to performance and media events.

## PUBLICATIONS

2021	"[ALT]SOLAS   <i>The Future of Workplace Wellness</i> " (Virtual) Co-authored with Xavier Nokes, Ri Lindegren
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## SELECT PRESS

2022	Chaffe, Lacy. "This is the place I was meant to be": ASU grad combines creative practice with technology" <i>ASU NEWS</i> April 2022, Online <a href="https://news.asu.edu/20220502-place-i-was-meant-be-asu-grad-combines-creative-practice-technology">https://news.asu.edu/20220502-place-i-was-meant-be-asu-grad-combines-creative-practice-technology</a>  Rabinowitz, Chloe. "Daniel Bernard Roumain and DBR Lab to Return to National Sawdust" <i>Broadway World</i> March 2022, Online <a href="https://www.broadwayworld.com/brooklyn/article/Daniel-Bernard-Roumain-and-DBR-Lab-to-Return-to-National-Sawdust-20220324">https://www.broadwayworld.com/brooklyn/article/Daniel-Bernard-Roumain-and-DBR-Lab-to-Return-to-National-Sawdust-20220324</a>  "DBR Lab with special guests Marc Bamuthi Joseph, Paola Prestini and members of the New Jersey Symphony" <i>National Sawdust</i> April 2022, Online <a href="https://live.nationalsawdust.org/event/daniel-bernard-roumain-and-dbr-lab-with-special-guests-marc-bamuthi-joseph-paola-prestini-and-performers-from-the-new-jersey-symphony">https://live.nationalsawdust.org/event/daniel-bernard-roumain-and-dbr-lab-with-special-guests-marc-bamuthi-joseph-paola-prestini-and-performers-from-the-new-jersey-symphony</a>
2021	Campbell, Anna. "Art students collaborate on immersive drive-thru art installation" <i>The State Press</i> April 2021, Online <a href="https://www.statepress.com/article/2021/04/spcommunity-students-collaborate-on-an-immersive-parking-garage-experience/">https://www.statepress.com/article/2021/04/spcommunity-students-collaborate-on-an-immersive-parking-garage-experience/</a>
2019	Hanssen, Libby. "50 Women Have Something To Say In This Overland Park Art Show" <i>KCUR</i> 29 March 2019, Online. <a href="https://www.kcur.org/post/50-women-have-something-say-overland-park-art-show#stream/0">https://www.kcur.org/post/50-women-have-something-say-overland-park-art-show#stream/0</a>  McDonough, Matthew. "Roost Studios Hosts CelebrateWomxn845" <i>The New Paltz Oracle</i> Online. <a href="https://oracle.newpaltz.edu/roost-studios-hosts-celebratewomxn845/">https://oracle.newpaltz.edu/roost-studios-hosts-celebratewomxn845/</a> (January 2019)