_	_	_	EMILY ECK	Media artist and designer with four years experience designing for web and print. Highly skilled in Photoshop, After Effects,
_	_	_	emieck.com	Illustrator, InDesign, Premiere. Qualified in print design, art-led
_	_	_	emilyliisa@gmail.com 310.493.5658	research, camera operations, video editing, and web design.
_	_	_	EDUCATION	
_	_	_	BA Design Media Arts, University of California Los Angeles, 2018 gpa 3.87	
_	_	_	Notre Dame Academy Girls High School, Los Angeles, 2014	
_	_	_	SKILLS	
_	_	_	Book-making • Photo Editing • Graphic Design • Video Production • Video Editing • Motion Graphics • 3D Modeling • VJ • Projection Mapping • Social Media • Web Design • Adobe Photoshop • Adobe Illustrator • Adobe After Effects • Adobe InDesign • Adobe Lightroom • Adobe Premiere Pro • Final Cut Pro • Resolume Arena • Millumin • Processing • p5.js • Autodesk MAYA • Arduino • Microsoft Office • HTML + CSS	
_	_	-		
_	_	_		
_	_	_	EXPERIENCE	
2018	-	now	Graphic Design Program Assistant, Design Media Arts Summer Institute at UCLA Supports instructor in the classroom and assists students with organizing a final exhibition.	
2017	_	now	Web Designer, Hammer Museum's Student Association Devising branding strategies, conceptualizing and designing eye-catching posters and promotional materials, as well as an active participation in HSA social media platforms' for networking and promoting events.	
_	_	_		
2015	_	now	Print Designer, High Pressure Zone Works with design thinking consultancy, High Pressure Zone, to design projects and create high-quality print materials and advertisements working directly with clients and meeting strict deadlines.	
_	_	_		
2017	_	2018	Art Intern, Mad Decent	
_	_	_	Assistance of the record label's visual assets and original content. Duties include assisting in producing web assets- social media banners, PR and mailer, video editing of teasers and original content.	
2016	_	2017	Arts Management Intern, Collective Actions Involved with all aspects of launching of Collective Actions, a new non-profit arts organization in Los Angeles that produces and	
_	_	_	commissions new works of art in the public space. Responsibilities include planning, implementing and documenting pilot art	
_	_	_	projects in the public space, researching and compiling a digest of existing public art programming in LA, multi-media production, project management, non-profit administration, research, creative writing, and social media outreach.	
2016	_	2017	Design Staff, UCLA Radio Designing merchandise, posters and advertising for radio shows, advertisements for ticket giveaways, and preparing content for social media publishing.	
_	_	_		
2014	_	2016	Print Lab Assistant, UCLA	The state of the s
_	_	_	Assists with producing professional quality printing and provides technical support in UCLA's Design Media Arts' print lab. Helps students check out and check in photo, video, and audio equipment.	
2013	_	2015	Visitor Experience Representative, Hammer Museum Responsible for introducing visitors to the Hammer, safeguarding the art, assisting with events, and actively engaging with visitors in the galleries while providing information about the Museum's current exhibitions and programs.	
_	_	_		
2012	_	2014	Artist Mentor, Venice Arts Mentored children and teenagers living in low-income communities as a teacher's assistant, creating and sharing personal and	
_	_	_	community stories through photography, film, and multimedia. Responsibilities included: data entry, archiving, preparing files for web publishing, managing photo/film/audio equipment, framing work, preparing exhibitions, and miscellaneous gallery tasks.	
_	_	_	web publishing, managing protofilm/addio equipment, naming work, preparing exhibitions, and miscellaneous gallery tasks.	
_	_	_	AWARDS	
2018	_	_	Emma B Keller Fine Arts Scholarship	
2018 2017	_	_	BEST Bruin Excellence Grant Program One-Sixty Over Ninety Scholarship	
2016			Emma B Keller Fine Arts Scholarship	
2014 2014	_	_	Presidential Service Award Visual Arts Spotlight Awards Semifinalist	
2013 —		_	California Arts Scholar	

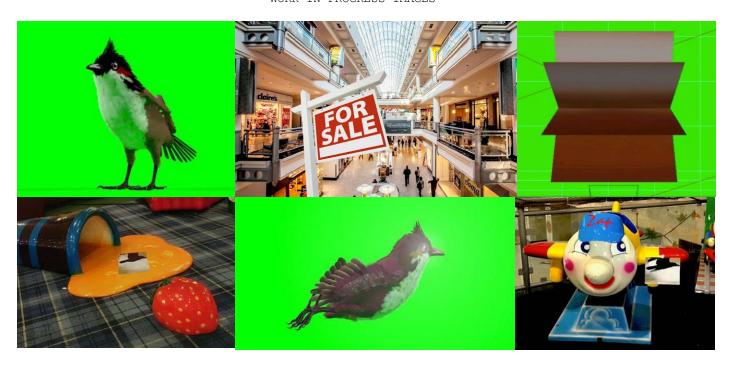
Title: mall protocol
Media: looped video

Description:

I'm interested in reformatted real estate, particularly when properties are converted and renewed for a new purpose, but the exterior architecture stays the same. mall protocol is a video that functions as a melancholic "environment", where the setting is real estate, organized around a walkthrough. The video walkthrough will be similar to those at museums, galleries, and open houses, but instead takes place at the Westside Pavillion mall and is led by a 3D modeled bird. A bird aimlessly walks through the Westside Pavillion speaking incomprehensible, incomplete sentences. The bird struggles to speak complete thoughts, mumbling architectural half-descriptions. The bird encounters Melodie, an angry wife. Melodie wants the bird to sing but it can't even hit a single note. It doesn't know any notes. Melodie talks to birds because she thinks they are there. She knows they are there. She knows that birds are the best harpists in the world because they can move on an xyz axis and play swing jazz.

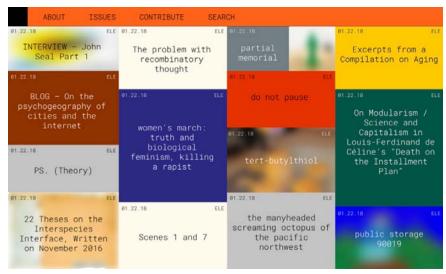
The earth is flat and spinning like a rolodex. The rolodex is continuously flipping through folders, moments are slower, skipping frames every second or so, with video stabilization. All is contained on this large circular rolodex, flipping through so fast it physically feels like "zooming" forward. When the rolodex is spinning I'm thinking about time measures, 'coworking-systems', and office tools. Then, the bird articulates a step-by-step process. A step-by-step office protocol for a Slack WeWork. A thrush nightingale birdsong is slowed down to sound like swing jazz. A long note followed by a short one, repeating this pattern. In this pattern, a workflow is imagined for a unit inside the Westside Pavillion's new creative office space. Melodie says she'll write a note for the bird when she dies. in 2021 Hudson Pacific Properties Inc. will turn the mall into about 500,000 square feet of creative offices for rent. A creative office suite based on the idea that everyone needs a brand. Frames decrease and the video loops.

----- WORK IN PROGRESS IMAGES -----



Emily Eck Previous Works

Graphite Blog
Website for Graphite Journal
graphitejournal.com









JOSHUA ARTIFACTS IN BOX Clamshell Box, 7" x 9" 12 cyanotype prints 20 inkjet satin prints Silk screen clamshell + loose folio











Emily Eck Previous Works

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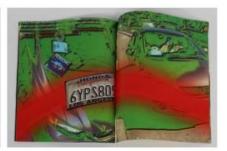
ZARIK

3 booklets, 12"x9" Booklet 1, 24 pages Booklet 2, 46 pages

Booklet 3, 36 pages





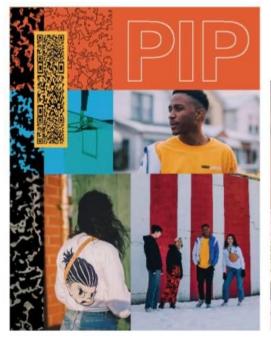








PIP Collection for Mad Decent Zine for Mad Decent Capsule Collection



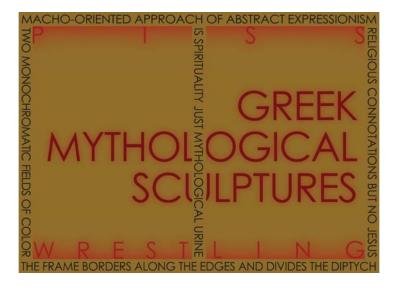


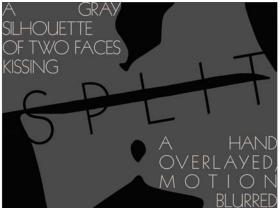
Emily Eck Previous Works

TWO BODIES

A research book that provides a rhetorical and visual analysis of two photographs: Rayograph (The Kiss) by Man Ray and Hercules punishing Diomedes (part I and II) by









EXIT video projection mapped onto 3 walls



