Valerie Guinn Polgar
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Education:
Tufts University, Post Baccalaureate, Computer Science, 2023
  *Pathways to Computing Consortium Scholarship

School of Visual Arts, MFA, Computer Art, 2010

George Mason University, BFA, Digital Art, 2007

Faculty Appointments:
University of Mississippi, Instructor, Department of Computer and Information Science,
Fall 2018 – Spring 2021

University of Mississippi, Visiting Assistant Professor, Art and Art History Department,
Spring 2017 – Spring 2021

Virginia Commonwealth University, Instructor, Kinetic Imaging Department,
Fall 2013 – Spring 2015

Virginia Commonwealth University, Instructor, Art Foundation,
Fall 2013 – Spring 2015

Brookdale Community College, Instructor, Digital Animation & 3D Design,
Fall 2010 – Spring 2012

Courses Taught:

- Introduction to Computational Media
- Photo Imaging/Photography
- Vector Imaging/Graphic Design
- Digital Video
- Advanced Digital Video
- Media Arts Survey
- Motion Graphics
- Physical Computing
- Time Studio
- Storyboarding/Illustration
- Motion Graphics/Animation

Research:
Reciprocal Inclusive Design (RID) with Generative AI for Healthcare and
Communication between Neurotypicals and Neurodivergents, Tufts University, Spring
2024 - present

- Exploring tools and simulations through the use of generative AI, VR, and AR—in
  collaboration with the Tufts Medical Simulation Center.

Center for Health Outcomes and Interdisciplinary Research at Massachusetts General
Hospital (CHOIR at MGH) Volunteer, Fall 2023

- Concept design of a mindfulness Unity application, intended for patients living with pain
  as an alternative to substance use.

Distributed Research Apprenticeship for Master's (DREAM), a Computing Research
Association on Widening Participation (CRA-WP) and MS Pathways to Computing
(MSCS) Consortium collaboration, Summer - Fall 2023

- Design and development of a serious game VR experience, intended for neurodiverse
  individuals as a tool to practice scenarios that are not routine.

Exhibitions/Screenings/Publications/Commissions/Residencies:
Projected Generative Animation, *clammedUP*, "PROJECT(ion)", Oxford Square, Oxford,
MS, August 2020

Video Mirror and Interactive Canvasses: *celluMoj* and *electronicsOnCanvas*, "Vertical",
the Powerhouse, Oxford, MS, March - April 2020

Animation: *The People That We Love: A Pixel Film*, "I _____ America and America
_____Me", Flatiron Gallery, New York, NY, October 2019 – November 2019

Projected Interactive Animation: *simpleWater*, "PROJECT(ion)", The Atrium Square,
Oxford, MS, August 2019

*The Trust for Governor's Island Residency:
Site Specific Interactive Installation: *simpleLand/simpleWater*, "Life on an Island",
Building 405, Governors Island, NY, May 2019 – June 2019

*Commissioned by the University of Mississippi Museum:
Site Specific Installation (and collaboration with artist/photographer Rebekah Flake):
Porch RGB, Walton Young House, University of Mississippi Museum, Oxford, MS,
March 2019 – June 2019

Interactive Installation and Animation: *animatedPedestal*, *pressingMatterMini* (from the
Pressing Matter series), and *The People That We Love*, "New Faculty Exhibition",
Gallery 130, Uni- versity of Mississippi, Oxford, MS, January 2019 – February 2019

*Honorable Mention:
Animation: *The People That We Love: A Pixel Film*, Experimental Forum, Los Angeles, CA, May 2018

*Funded by Burning Man:
Site Specific Distrx App Activated Digital Animation: *Ghost of a Bleeding Tree*, Oxford Art-Go, Oxford, MS, November 2018

Animation: *Looping Snow Rain*, UM Film Festival, Meek Auditorium, University of Mississippi, Oxford, MS, 2018

*Sponsored by Capital One:
Site Specific Interactive Installation: *stoneWarm*, InLight Richmond, Virginia Museum of Fine Arts, Richmond, VA, November 2018

Projected Animation: *The People That We Love: A Pixel Film*, "PROJECT(ion)", The Atrium Square, Oxford, MS, August 2018

Interactive Installation: *Pressing Matter: Nervous System*, "MS Light Collaborative Launch", Mississippi State University School of Architecture—Jackson Center, Jackson, MS, 2018

Interactive Installation: *Pressing Matter*, Open Studio, misbits: a new media art space, Oxford, MS, 2017

Interactive Installation: *Pull Marion's Strings*, "World Maker Faire New York City", New York Hall of Science, New York, NY, 2010

Interactive Installation: *Pull Marion's Strings*, "MFACA Exhibition", The Visual Arts Gallery, New York, NY, 2010

Interactive Installation: *Pull Marion's Strings*, "MFA Computer Art Open Studios", MFACA Studios, School of Visual Arts, New York, NY, 2009

Video Art: *Accumulate in Three Parts*, "User Generated", SVA Westside Gallery, School of Visual Arts, New York, NY, 2009

Video Art: *Accumulate in Three Parts*, *anatoMy*, *Sunnyside Post Office* "New Video Art", Monkeytown, Brooklyn, NY, 2009

Production Assistant, *Blue Flower/Flor Azul*, by Federico Muelas, public art piece for the University of New Mexico, Albuquerque, New York, NY, Summer 2009

New Media Installation: *I Mortal, Bed of Poses*, "Unraveling Illusions", Gallery 123, George Mason University, 2007

Digital Drawing: *Loving Corpse*, Volition Magazine, Volume 3, Spring 2007

Interactive Installation: *Elevator Twister*, various elevators in the D.C. metro area, 2006

Panels/Reviews/Presentations:
Oxford Film Festival, Panel Moderator: "Technology of Animation", March 2024

National Endowment for the Arts, Media Arts Panelist, April 2022 – June 2022

Journal of Artistic Research (JAR), Submission Reviewer, August 2021 – September 2021

National Endowment for the Arts, Media Arts Panelist, April 2021 – June 2021

International Symposium on Mixed and Augmented Reality (ISMAR), 2020 Paper Reviewer, May – June 2020

National Endowment for the Arts, Media Arts Panelist, April 2020 – June 2020

Oxford Film Festival, Panel Moderator: "Experimental Film and Media Art", February 2019

University of Mississippi, Department of Theatre Arts, Guest Speaker: "Fest Forward Entries, Festival Programming", November 14th, 2017

University of Mississippi, Department of Computer and Information Science, Speaker: "Media Art: Relationship Between Art and Tech", Computer Science Seminar Series, September 15th, 2017

Oxford Film Festival, Panelist: "New Media Panel", February 17th, 2017

Arts Organizations:
Oxford Film Festival, Head Programmer for Fest Forward (Animation and Experimental) Category, Oxford, MS, May 2017 – present

Yoknapatawpha Arts Council, Board Member, Oxford, MS, September 2018 – April 2021

PROJECT(ion), Co-Founder/Organizer, Oxford, MS, April 2018 – March 2021

Misbits NMA, Executive Director, Oxford, MS, Aug. 2016 - April 2020

Upgrade! NY Web Project, Audio Editing/Archiving, Eyebeam Atelier, New York, NY, Summer 2009

Industry:
Pickerel Pie Entertainment, Video Editing and Motion Graphics, Long Island City, NY, Feb. 2011 – Dec. 2011

Contact DI and Post, Video Editing, Motion Tracking, and Motion Graphics Freelance, New York, NY, Jan. 2011 – May 2011

Untwist Technology, Network Installation Assistant for Cut & Run edit facility, New York, NY, Jan. 2010

School of Visual Arts, MFACA Audio/Video Lab Assistant, New York, NY, Jan. 2009 – Dec. 2009

Phoenix Grafix LLC, Pre-Production Editor, New York, NY, 2007 – 2009

DigiPixArt Inc., Photo Retoucher/Lab Technician, Fairfax, VA, 2005 – 2007