

# Pollyanna O'Hair

Fabricator

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## Experience

### Experience Design Specialist, *Exploration Commons* **October 2021 - Present**

- Provided tailored support to 30+ customers, helping them build practical skills and accomplish their projects
- Coordinates the county-wide 3D print service, guiding staff members from estimation to delivery
- Developed and taught over 50 classes exploring 3D printers, CNC routers, laser cutters, and CAD software
- Secured \$315 in grant funding to host a prop design class with LEDs and 3D printing, expanding awareness of available resources to the local theater community
- Maintains consumable inventory by tracking usage and submitting restock orders

### Maryland Science Center, *Volunteer Shop Assistant* **September 2023 - October 2024**

- Provided expertise in 3D printing by doing maintenance, troubleshooting issues, and testing new materials
- Utilized Blender to modify models, generate textures, and produce renders for concept visualization
- Submitted regular progress reports with text, photos and videos to the shop lead
- Kept the shop clean and organized, ensuring tools, materials, and workspaces were safe and accessible
- Built, repaired, and assisted with the creation and maintenance of exhibits

### Comet Signs, *Assembler* **July 2021 - October 2021**

- Interpreted technical documentation to assemble metal, acrylic, and electronic components accurately
- Assisted with the assembly of neon signs, installing glass housings, securing pieces with tube supports, and carefully storing parts to minimize breakage
- Used hand tools, jigsaws, and sanders to shape acrylic sheets, ensuring they fit within their metal frames
- Tracked and recorded hours per project, ensuring proper timecode entry for accurate billing and reporting
- Participated in weekly safety meetings, staying informed on the latest best practices and methods for safe operations in the workplace
- Package signage with foam, ensuring accurate labelling for the installers

## Academic Projects

### EV, the Entertainment Robot, *Fabricator* **Fall 2020**

- Collaborated with Metz/Sánchez Elementary School students to design and build robots
- Programmed all movements and effects using MicroPython and Adafruit's Cricket Playground Express
- Incorporated servos and LEDs for precise movement control and lighting effects to bring the robot to life
- Set up a custom controller for remote operation over the internet during COVID-19 restrictions
- Produced and edited a final video highlighting the robots' capabilities, technical features, and personality

## Education and Skills

### University of Texas at Austin

**May 2021**

Bachelor of Science, Art and Entertainment Technologies (3.91 GPA)

Minor, Art Management and Administration

### Skills

**Equipment:** Sheet Metal Brake, Miter Saw, Table Saw, 3D Printers, Laser Cutter, CNC, Vinyl Cutter, Soldering

**Software:** Blender, Fusion 360, Adobe Illustrator, VCarve Desktop, QLab, Logic Pro X, Microsoft Office