

Josh Antolovic

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Experience

Ohio State University, Graduate Research Associate

Columbus, OH (8/2023 - Current)

Developing a procedural pipeline using an assortment of software to construct real-life neighborhoods in a virtual reality simulation. This project is part of an investigation led by Dr. Jesse Plascak at SPACE Lab, exploring how socio-spatial environments influence health disparities. With guidance from Dr. Matt Lewis, the pipeline develops efficient strategies for creating high-definition virtual spaces while maintaining low to average memory costs for PC VR. Completed training in Institutional Review Board protocol as part of the broader investigation.

Ohio State University, Graduate Teaching Associate

Columbus, OH (8/2021 - 5/2023)

Instructor of record for Beginning Drawing and Two-Dimensional Studies. Created syllabi and lesson plans for both courses, including slideshow and lecture preparation. Organized course field trips to museums, paper-making workshops, and greenhouses. Worked in the Studios for Art and Design Research (fabrication facility) for three semesters, assisting students with their projects.

Stern McCafferty, Architecture Designer

Boston, MA (1/2019 - 1/2021)

Project managed from concept onwards for two custom homes: a renovation of an early 19th-century townhouse in Back Bay (Boston) and a private residence in Newport (Rhode Island). Collaborated with engineers, landscape architects, vendors, and contractors on design and pricing exercises. Assisted in design documentation for other projects, marketing, and competition entries.

Holzman Moss Bottino, Architecture Designer

New York, NY (6/2017 - 6/2018)

Coordinated partial construction for the Center for the Arts in Crested Butte, Colorado, including creating construction sketches, managing team meetings, and organizing drawing sets. Contributed to the University of Central Florida's library expansion during the construction documentation phase. Managed design development for a residential renovation north of Washington Square Park. Participated in a materials initiative and the Revit user group.

Education

Ohio State University, MFA Design Candidate

Columbus, OH (8/2023 - Current)

Animation and Interactive Media track. Served as a 2024 SIGGRAPH student volunteer. Exhibited at 2024 ACCAD Open house. Presented at 2025 Hayes Research Forum on Interpretive Gameplay Methodology.

Education

(cont'd)

Ohio State University, MFA Visual Arts (2 of 3 yrs)

Columbus, OH (8/2021 - 5/2023)

Completed 2 of 3 years for Painting & Drawing MFA. Served as President of the Graduate Painting Club, organizing five visiting artist events. Exhibited in 1st year and 2nd year MFA shows. Switched degree programs as my projects became design oriented.

University of Cincinnati, BS Architecture

Cincinnati, OH (8/2013 - 4/2017)

Quezada Architecture, Architecture Intern (co-op) | San Francisco, CA (5/2016 - 8/2016)

EYRC Architects, Architecture Intern (co-op) | Culver City, CA (8/2015 - 12/2015)

Perkins&Will, Architecture Intern (co-op) | Atlanta, GA (1/2015 - 5/2015)

Awards

Lyceum Travel Fellowship (2018)

Lewis Franklin & Majorie Stewart Palmer Scholarship (2016)

Frank T. Leo Scholarship (2015)

Skills

Research & Design

co-design, playtesting, surveys, concept development, systems thinking, qualitative and quantitative methods, project management.

Software

Houdini, Unity, Adobe Creative Suite, Photogrammetry, Substance Painter, Figma, Github, Reaper, Terminal commands, AutoCAD, Revit, Rhino, Grasshopper, Bluebeam.

Visual & Creative

drawing, oil painting, paper-making, sculpture, printmaking, art games, poetry and short stories.

Life

hosting dinner and watch parties, training my rescue pup Daphne, reading graphic novels, swimming and running.