

Nadine Emmons

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RESIDENCIES AND PROJECTS

Pilchuck Glass School— 2020 *Emerging Artist in Residence*

IUCI— 2017, *Designer, Planner, and Mediator*

I worked with ICUI during 2017 in Peru to build a children's park in an in-formal settlement north of Lima. We included Participatory planning in our methods.

Tellous—2016, *Craftsman and Designer*

For the 2016 Seattle Design Festival we designed a mobile lab for non-traditional community engagement, hoping to connect those experiencing homelessness with city leaders and privileged voters.

EMPLOYMENT AND ASSISTANTSHIPS

glassybaby, Madrona — *Glass Blower*

2019 - present

Blowing glass on a production team for glassybaby, Seattle.

Pilchuck Glass School — *Flatshop Coordinator*

2019

Responsibilities included keeping shop operations running safely and smoothly during two sessions. During this time I worked closely with **Tyler Gordon, Kentaro Yanagi, and Kim Thomas**.

University of Washington — *Teaching Assistant*

2018- 2019

Teaching Assistant to **Mark Zirpel** during his intro to Lampworking course in the winter of 2018. Teaching Assistant for **Dan Friday's** spring 2019 intro to glassblowing course. During both courses, I was in charge of safety operations, equipment, shop-shutdown and supervised blowtime.

EDUCATION

University of Washington — *3D4M: Glass and Installation*

2015-2019

My BFA focused on sculpture, installation, and glass arts. I studied under the mentorship of Amie Mcneel and Mark Zirpel.

EXHIBITIONS

Earth Day X—*Red Square,*

April 2018

Strange Coupling— *Jacob Lawrence Gallery,* April 2018

SC Collaborates Exhibition—*5256 Rainier,* March 2018

Methods and Madness—*Pilchuck,* July 2018

Archetype—*Pilchuck,* July 2018

Holo—*Apt 201,* September 2018

Sea-Creatures—*Cap Hill Art walk,* April 2019

2019 Showcase—*Jacob Lawrence Gallery,* May 2019

Arts in Nature—*DNDA Festival,* June 2019

Subjective Collective—*CMA,* April 2019

SKILLS AND AWARDS

Rometti 2018 and 2019 a two-time finalist for the Rometti design competition, a ceramics design competition located in Umbertide, Italy.

Aurilla M. Doerner Scholarship Through the University of Washington School of Art.

Tech skill : Adobe creative cloud, Excel, basic understanding of javascript and CAD systems like fusion 360 and solidworks.

Material skills: Proficient in Wood-working, Metal-working (MIG, plasma, hot and cold forming, foundry), Clay, Glass (cold, kiln, hot, and flameworking), Fiber and textiles.