

I am an infradisciplinary artist, technician and researcher. I leverage my foundational skills in computer graphics and extended realities to design spatial experiences and interactive tools. These make human-computer interaction more tangible, divergent, and meaningful.

Skills

3D: Maya, Arnold, Recap, ZBrush, Substance Painter, Photoscan, Sketchup
VR/AR: Unreal Engine 4, Unity, Vuforia, Masterpiece VR, HTC Vive, Oculus Rift
Design: Illustrator, Photoshop, Rhino
Video Editing: After Effects, Premiere
Programming: JS, HTML5/CSS, C#

Education

2019 [BFA, Integrated Media](#)
Ontario College of Art and Design University
W.P. Drysdale Scholarship, Dean's Honour List, founded [Unreal Club](#), founded [afterschool](#), elected into student union

Research Experience

2018 [Social Media and Collaboration Lab](#)
Advised by Professor [Judith Doyle](#)

- Used 3D depth cameras to capture motion and gesture
- Developed a pipeline between 3D depth cameras and game engines
- Used point clouds and noise algorithms to introduce motion capture data into virtual and mixed reality environments

2018 [PHASE Lab](#)
Advised by Professor [Michael Page](#)

- Utilized computer vision and photogrammetric techniques that approximate embodied perception to construct humane virtual reality environments

Professional Experience

2017 [Qrint Studio Inc.](#)
3D Scanning, Printing and Visualization Internship

- Developed 3D scanning, modelling, rendering and printing techniques
- Explored broad-spectrum VR visualization techniques using the HTC Vive and Unreal Engine 4

2016-18 [Jennifer Marman and Daniel Borins Studio](#)
Project Manager and Studio Assistant

- Developed logistical frameworks to ease the production of both smaller artworks and large-scale public art projects
- Architectural visualization for Lawrence Heights Public Art Competition
- Composer for [#BMO200 Fountain](#)
- 3D scanning of physical sculptures
- Arbitration between multiple stakeholders while facing high-pressure deadlines

Leadership

2017 [afterschool](#)

- An open-source, reconfigurable and embodied learning environment

2017 [The Planetary Research Institute](#)

- Investigated specific institutional constraints prohibiting the discovery of novel, low-cost solutions to existing problems

Recent Exhibitions & Festivals

2018 [LAST Festival](#), Stanford University, Palo Alto
| [Tech Art Fair](#), Ontario Science Centre, Toronto
2017 [The Wrong New Digital Art Biennale](#), Seoul, Korea
| [Fantasy Direct](#), Hong Kong
| [Burned Forest Black Metal](#), Mosor, Croatia
| [Talk Show](#), Olly Olly, Washington D.C