

EDUCATION

Sheridan College
Fall 2017 - Spring 2022
Honours Bachelor of Craft and
Design: Industrial Design

Max the Mutt Animation School
Fall 2007 - Spring 2011
Diploma of Illustration for the
Sequential Arts

SKILLS

Digital

Microsoft Office/ 365
Adobe Creative Suite
Google Sketchup
Solidworks
Blender
Cura

Traditional

Oil, Acrylic & Gouache
Prototyping & Model Making
Graphic Design
Storyboarding

Social

Leadership
Team Player
Project Management
Delegation
Detail Oriented
Problem Solving
Organization

EXPERIENCE

Leisure Marine Winter 2021 - Present
Online Sales and Customer Service

Responsibilities include the writing, organizing and posting of online sales and advertisements on digital platforms such as Facebook marketplace and Kijiji. Posting and maintaining the company social media accounts such as Facebook and Instagram, as well as communicating with customers online, in person and conducting point of sale transactions.

Yaymaker Spring 2017 - Present
Paintnite Instructor

Running painting classes designed for both adult and child audiences. Demonstrating instruction through example and controlling the event flow for anywhere from 5-40 guests. This also includes the set up, tear down and clean up of the event space at a variety of locations.

Sheridan College Fall 2019 - Winter 2021
Studio Monitor

Cleaning and maintaining the industrial design studio shop and machinery. Ensuring health and safety procedures are being met and followed. Assisting teachers and other students with projects and instructing them in proper machine use, including the 3D printers and CNC machines.

Media One Creative Inc Spring 2016 - Fall 2016
Set Designer/ Prop Master

Multiple Commercial Shoots - Scotiabank, North York General Hospital set design/ prop Master: Duties included design and concept of sets, as well as construction and maintenance of all and any props during the shoot. Construction and rental of various props.

Reactiv Post Spring 2013 - Fall 2013
Lead Artist: Billy Talent - Runnin' Across the Tracks

Working with the director to visually conceive and translate the story through concept art, character design, storyboards and style guides. Breaking down illustrations into layers for use in Adobe Premier and After Effect. Assigning and managing other artists to keep characters, props, and assets consistent with style guides.

PROJECTS & INTERESTS

Capstone Project Spring 2021
Jotunn Gaming Terrain

For my graduating thesis project I developed a set of modular gaming terrain to be used for RPG's and wargaming. This included the research and development of the concept from the ideation phase through to the digital sculpting of the constituent parts and the final 3D printed product.