SHM

Sarah Hontoy-Major

Fashion design graduate
Fine arts undergraduate student (*Computation Arts Specialization*)

Skills

English

French

Spanish

Illustrator

Photoshop

Lightroom

Premiere Pro

Sewing

Patternmarking

Conceptualization

Rhino7

Blender

Assyst

Modaris (Lectra)

CLO

Commercial GANs

HTML

CSS

Javascript

PHP

Wordpress

Experience

Research Assistant, Atelier Ying Gao - UQAM - Mtl - since 05/2022

- Prototyping garments through manual pattern development, sewing, and material modifications;
- Prototyping motorized mechanisms through electronics and 3D impression;
- Research of new media and novel computational artistic techniques in a fashion context

Documentation Room Coordinator - Concordia University - Mtl - 01-05/2022

- Assistance in documentating design and computation arts projects with audio-visual studio equipment
- Render and assist students in use of green screen tech, in studio and post-production
- Create tutorials based on students specific needs and artistic direction

3D technician - Perfitly - Mtl - 05/2020 - 10/2021

- Build and render of real life commercial patterns (garments) in 3D environment using various CAD systems
- Creation of design and modification of photography/product/textile swatch on Photoshop
- Creation of various graphic designs and other back-end UX elements

Research Assistant - Vestechpro Research Center - Mtl - 05/2019 - 01/2020

- Analysis of ecofriendly textile fibers and their local/international suppliers
- Creation of data base for all fibers/suppliers
- Assistance through the production (pattern and sewing) of various prototypes

Office clerk - Tout Compte Fait Consultants Inc. - Mtl - since 03/2014

- Classification of all the archives and development of a new organizational system
- Maintenance and update of wordpress website platforms
- Creation and mailing of regular newsletter

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514-865-0804

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Awards & Achievements

CART Inclusivity award for *Femme (2022)* as part of the Flux exhibition of the Design and Computaiton Arts Department, Fine Arts Faculty, Concordia University

Coordinator of first edition of the in.site symposium (2022), presented by the Design and Computaiton Arts Dept. at the 4th space exhibition hall

Presentation of *Data_scapes* (2022) within the _scapes project mediation exhibition at the 4th space exhibition hall

Education

Bachelors of Fine Arts (Computation Arts Specialization) - gradutating 05/2024 - Mtl - Concordia University

- Creation of both wearable and screen-based, interactive and non-interactive, prototypes echoing concepts of new media theory
- Furthering skills in web development, interactive media, and graphic design
- Focus on material creation, aiming to question the dynamic of humans' data collection and how they infer on consumerist objects

Technical DEC in Fashion Design - 05/2020 - Mtl - Marie-Victorin Cegep

- Interpret global trends on a personal scale in conceptualization, fashion history and trend research classes
- Autonomously create and produce personnalized garments in patternmaking, sewing, and fit and specs classes
- Familiarized with softwares commonly used in fashion industry (Illustrator, Photoshop, Modaris by Lectra)

Preparatory DEC in Social Science - 05/2017- Mtl - Dawson College

- Learning on the intricasies related to the relationship between developed and developping countries within a colonial perspective
- Spanish classes
- 4 week credited solidarity trip to Nicaragua

DES / DÉSI / IB - 06/2014 - Chateauguay - Polyvalente Louis-Philippe-Paré

- Final IB score of 40
- High School IBO program (International Baccalaureate Organization)
- Volunteering in various community organizations, such as the local CALACS (Centre d'Aide contre les Agressions à Caractères Sexuelles)

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