

Artist Company

Software Designer

New Media Lab

Tough Guy Mountain

Info

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Software Design/Video Games

- Glitch Wizard: Gamefied databending/social media software for iphone. In development
- HALIFAXMACHINE5005: A reboot of the Winnitron project. March 2014
- Points: Installation at OCADU. 16 player game on 4 floors with 1 terminal per floor. April 2014
- Spacerrace: 4 player, neon-soaked arcade classic. Played out of a briefcase using a projector and 4 iphones. Premiered at GDC in San Francisco, March 2014

Mediums

Performance, Writing, Printmaking, Drawing, Software Design, Graphic Design, Video, Theatre, Music, Electronics, Printed Matter, Choreography, Musical Theatre, Painting, Installation

Programs

After Effects, Photoshop, Premiere, Indesign, Unity, Illustrator, Final Cut Pro, Blender, Max MSP, SketchUp, Garageband, C++, Javascript, Python, C#

Past Exhibitions

- "Open House, Another Project by Tough Guy Mountain." January 22-27, 2014, Narwhal Gallery/Toronto Design Offsite Festival, Toronto
- "Pop-up Office Collaborative Celebrity Workspace and Brandscape" January 2, 2014, AGO's First Thursdays, Toronto
- "TGM Business Brandscape Booth" November 23, 2013, SAME (Space Age Media Event) Festival, JL Gallery, Cornerbrook
- "CONDOMAXIUM, Another Project by Tough Guy Mountain" November 6-30, 2013, OCAD U Student Gallery Toronto

Theatre/Performance

- TGM Talkz (November 2013, OCAD U Student Gallery, February 2014, FEAST)
- Astroman! the musical. (May 2013, excerpt performed at Buddies and Bad Times Theatre)
- Futurist Christ Superstar (August 2011, Civic Pop-Up Gallery, Halifax)
- Futurist Soiree: 14 Futurist Plays (May 2011, NSCADU Campus, Halifax)
- Ubu Enchained (January 2011, KTS, Halifax)