

had a passion for art and technology, pursuing these interests throughout high school, uni and grad school. For my bachelor's degree, I studied physics, maths, computer science, design and – for some reason – philosophy. Eventually, I settled on an interdisciplinary technical arts degree that combined programming with interactive digital media.

I studied computer science at Victoria University of Wellington as part of my Master of Science in Computer Graphics.

My professors there helped me land a summer internship at Weta Digital in the FX department. Effects technical

and magical effects.

As an artist, I love to see my imagination brought to life. My advice to people who have the same dream is never stop playing. Tinker with new 3D software, make beautiful art creations or explore different code libraries. Don't be afraid of the maths and science of computer graphics – anyone can learn it with exposure, patience and practice.

Computer science is a powerful toolbox that will broaden your horizons in any field. Have fun with it, and always aim bigger, and prettier, in your projects.

GET INTO CS + CREATIVITY

Check out some work and study options...

CAREERS

Animator, illustrator, app developer, digital artist, musician, virtual reality developer, games developer, render wrangler, texture artist + more!

BACHELOR OF...

Design in Animation, University of Technology, Sydney bit.ly/2aKcHZY

Design (Animation and Interactive Media), RMIT University bit.ly/2aCaNK1

Design (Computing), The University of Melbourne bit.ly/2aRbK4b

Digital Media, CQUniversity Australia y/2aRaWMC

Design Innovation, Victoria University of Wellington bit.ly/2aHtklM

Creative Technologies, Auckland University of Technology bit.ly/2aDz0Gb

MASTER OF...

Digital Arts, Australian National University bit.ly/2aCHVDr