



Designer/Developer

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EXPERIENCE

Skills

Design thinking, sketching,
wireframing, user research, usability
testing, personas, visual design,
prototyping.

3D, motion graphics, video editing,
VR/AR production

HTML, CSS, JavaScript

Communication, presentation skills,
collaboration, team leading

Languages

English

Education

George Brown College

Advanced Diploma in
Interaction Design & Development,
2018-2021

University of Warwick

MA in
Creative and Media Industries,
2001-2002

Queen's University

BAH in
Film Studies,
1996-2000

Creative Technologist Intern, No Fixed Address

January 2021 - Present

- Worked on AR strategic pitches for brands
- Conducted indepth market research on technologies
- Coded and deployed a microsite for a client built in the Vue framework under very tight time constraints

UX Designer, Research & Innovation GBC

October 2020 - December 2020

- Worked on ActInSite reasarch project in order to build a toolkit for educational institutions to better assist nursing students with disabilities
- Generating system maps, personas, user journeys and information architecture for design proposals.
- Developing wireframes, interactive prototypes for mobile, tablet

AR Creator, Snap Inc.

October 2020 - December 2020

- Was invited into the Snap AR residency program based on my motivational lens concept 'Nourish'
- Responsible for creative direction, user flows, concept designs, programming, and motion capture animation for 3D models

Interaction Designer, Cream Productions

May 2020- August 2020

- Designing and delivering a coherent vision for a casual game in VR.
- Communicating with a team of developers, designers and other stakeholders remotely on a daily basis.
- Doing research by conducting user interviews, competitive & landscape analysis, creating personas for the type of game to be created.
- Building the game storyline, mechanics and levels in collaboration with the developers.
- Generating user stories, ideation sketches, wireframes, mock-ups

Interaction Designer, CFC Media Lab

2018- 2019

- Co-writing, co-producing and co-directing an interactive mixed-media documentary called "Made This Way: Redefining Masculinity".
- Designing and delivering the artistic vision in collaboration with a team of developers, designers and producers.
- Conducting usability testing to validate ideas to improve the VR experience.
- Designing interactions in VR with spatial sound, volumetric capture, visuals and editing techniques.