

Hello, my name is Melanie



I'm a future designer
& front-end developer at

Your company here

where I work on innovative projects
with a great team of people.

More about me

I like to create, particularly at the intersection of art, science, and technology. I began digital painting during a MSc in Chemistry, and rediscovered web development during a MSc in Biomedical Communication. Things have gotten more interesting since GeoCities.

At present, I can be found at [Imagineeringart](#) during the week, where I illustrate science textbooks. On weekends I enjoy spending time with my boyfriend Vince and my nephew Pedro, and organize events for the [BMCAA](#). Sometimes I [tweet](#), [write](#), [code pens](#), [paint](#), and [speak](#). I live in Toronto, Canada, home of Drake.

What I'm reading



Art Chantry Speaks: A Heretic's History of 20th Century Graphic Design

- Art Chantry

I'm in the business of fucking with people's ideas and fantasies. It's my job to use this language of graphic design to do so. I'll use color and shape and line and form to make the viewer change their mind about something.

Design for How People Learn

- Julie Dirksen

If you can identify the gaps between where the learner is now, and where they need to be, you can design for better learning experiences. Sometimes the gap is knowledge, but just as often it's skill or motivation.



What I'm painting



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