



THE FACILITATOR

Martin Lewis

Age 35, MakerCube Facilitator

OVERVIEW

Before Martin took a full time position as a facilitator at MakerCube, he completed a four year Engineering program at UBC. During his years as a student, Martin and his friends frequently visited their local makerspace to work on creative side projects. Over time, Martin became an expert in CNC machines, laser machining, and 3-D printing; he even found himself sharing his skills and expertise with other makers in the space. He enjoyed being able to help other makers with his knowledge. When a friend told Martin about a job opening at MakerCube, he applied immediately and began a career teaching new makers what he loves to do: making.

“With the right amount of time and funding, I hope to facilitate a space that is collaborative, supportive and well-equipped.”

INTERESTS

- Mastering new tools
- Keeping up with tech news
- Learning new languages
- Homebrewing

EXPERTISE

- CNC machine operation
- Laser Machining
- 3D Printing
- Soldering

GOALS

Experience Goals

- Feel *confident* that guidance is valuable to makers
- Feel *motivated* to recruit new makers
- Feel *excited* about updating the space with new features and tools
- Feel *inspired* by makers in the space to have own projects and goals

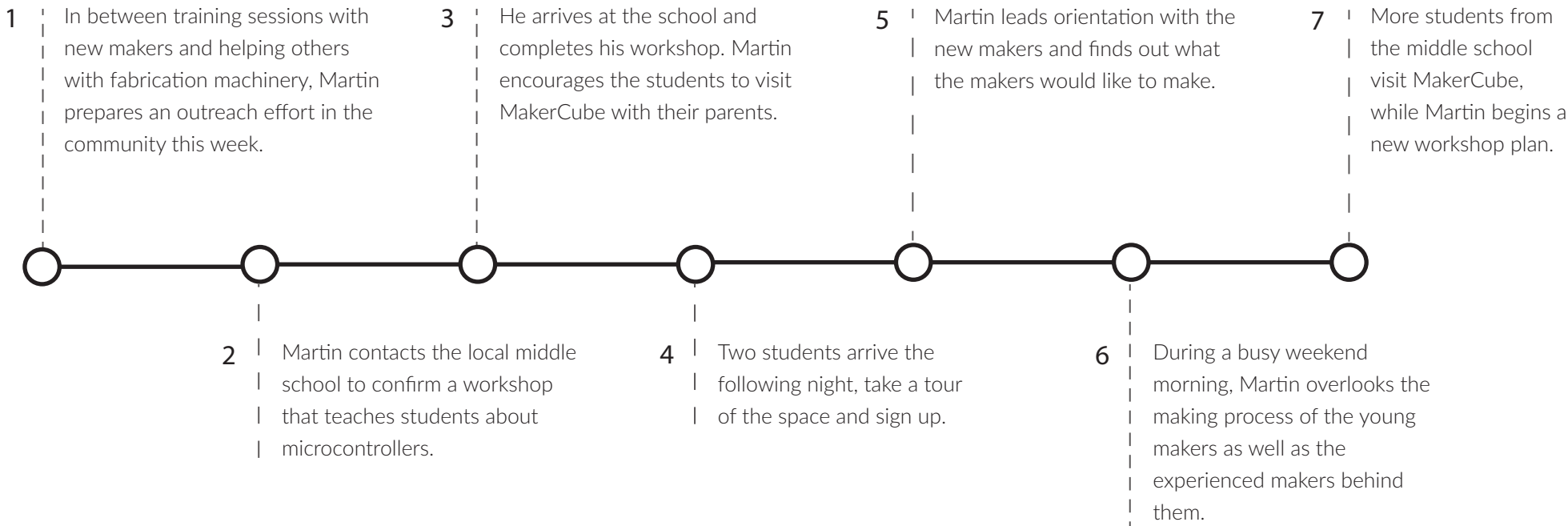
End Goals

- Provide technical and training support to makers in the space
- Optimize new makerspace with the right tools in the right place
- Connecting with each maker to ensure they feel supported and connected to MakerCube

Life Goals

- Lead a career that is creative and rewarding
- Help others accomplish their goals and jumpstart their businesses
- Taking an active role in a movement he believes in

A WEEK IN THE LIFE





THE NEW MAKER

Trisha Moranis

Age 21, Visual Arts Student

OVERVIEW

Trisha is a 2nd-year art student at Emily Carr pursuing a Visual Arts major. With an interest in sculpture and installation art, she aspires to expand her skills in different aspects of the craft: woodworking, metalworking, 3D modeling/printing and integrating electronics and media. However, because she lives in Langley and her university is 1.5 hours away by transit, she seeks a closer studio space to work on her projects. Fortunately, a friend referred her to the newly-opened Maker Cube that has all the space, equipments and materials she need.

“I want to build awesome interactive sculptures. Just need the skills and space to do it.”

INTERESTS

- Crafting things
- Sculpture/installation art
- Art history
- Biking, hiking, yoga

EXPERTISE

- Adept at painting and drawing, beginner at woodworking
- New to electronics and 3D modeling/printing

GOALS

Experience Goals

- Feel *comfortable* in bringing ideas to life
- Feel *safe* and in control of tools
- Have *fun* building new things
- Become *motivated* by learning from others

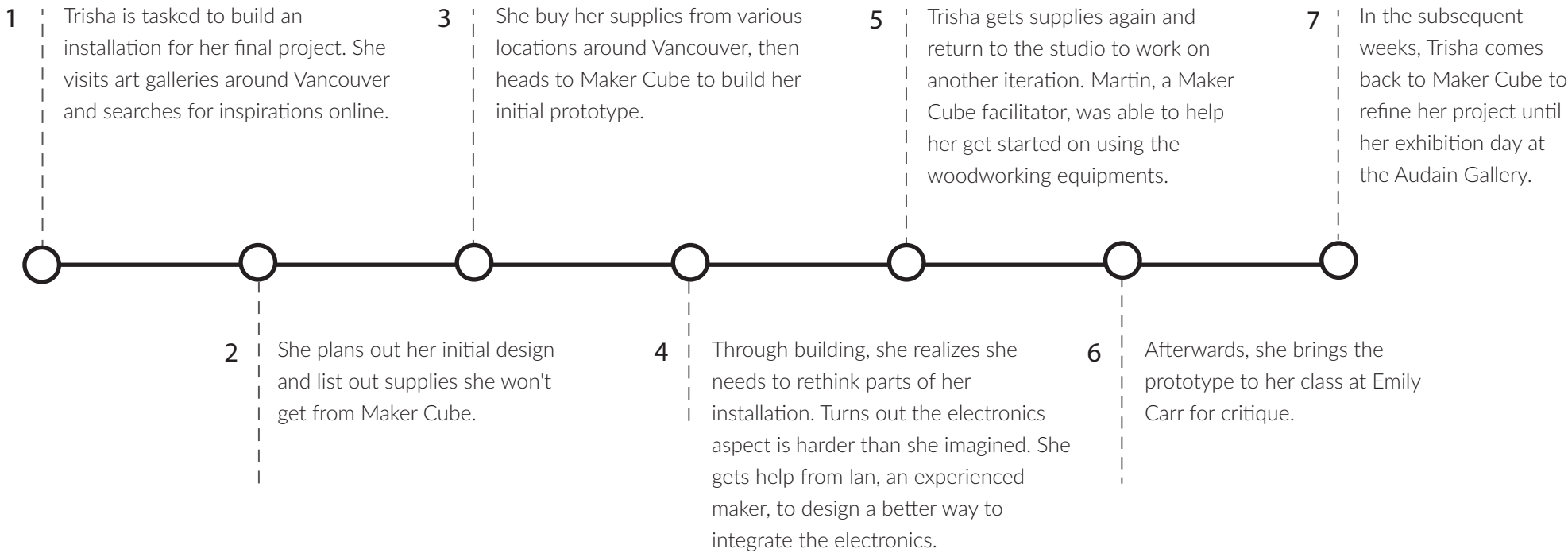
End Goals

- Find a good studio space with all the tools and materials needed for
- projects
- Become confident in woodworking, metalworking, 3D modeling and
- integrating electronics
- Make connections with local makers

Life Goals

- Become an accomplished artist in terms of recognition and mastery
- Have works exhibited in galleries and museums
- Live a fulfilling life of travels and friendships

A WEEK IN THE LIFE





THE EXPERIENCED MAKER

Ian Hartford

Age 28, Industrial Designer

OVERVIEW

Ian is a junior industrial designer who is seeking a space to develop personal and work projects. He recently started a job at Woke to design hardware products for their clients. Ian frequents applications such as AutoCad, Rhino, Grasshopper, and Solidworks to create 3D models of his designs. He can then quickly construct physical prototypes to exhibit his designs to his coworkers.

Ian recently moved in with his partner in Cloverdale and is looking for a space to be able to practice his work outside of his home life. He was recommended to Maker Cube by some members at Vancouver Hack Space (VHS), where he was a member for 5 years. At VHS, he is known as a knowledgeable community member who will help others if he can.

“I want to keep work and home life separate, so I don’t want to buy all the tools for my quick and dirty prototypes and keep them at home.”

INTERESTS

- Creating new interactions out of virtually anything
- Interactive product design
- Snowboarding, dirt biking

EXPERTISE

- Drafting programs
- Rapid prototyping
- Arduino and programming

GOALS

Experience Goals

- Feel *comfortable* working in the space
- Feel *fulfilled* for helping fellow makers with their projects
- Feel *excited* about learning new tools to ideate and build

End Goals

- Find a space that has tools that he uses that is outside of home
- Find the program that works best for him dependent on his need for different projects
- Grow his network of makers
- Perhaps learn a new skillset

Life Goals

- Become a senior industrial designer
- Be with a company that he loves working for as an industrial designer
- Having the ability to create new, innovative products that will help people in their day to day life

A WEEK IN THE LIFE

