

**Education**

Emily Carr University of Art and Design	Bachelor's of Design, Industrial Design	2011 -present
Victoria University of Wellington	Bachelors of Design Innovation (foundation year)	2010
Academy of Art University	Bachelors of Design	2009
Simon Fraser University	Bachelor of Arts, Communications (completed)	1994 -1999

**Publications**

The 2011 Faculty of Architecture and Design Handbook for the Victoria University of Wellington.  
 Feature: a design project on synthesizing the movement of ankle joint into an abstracted physical form

**Skills/ Interests**

Coaching at 14 - 15 year old girls soccer team. Played soccer for 14 years  
 Relaxation place is ceramics, in particular handbuilding. Also enjoy the wheel.  
 Own a Makerbot Replicator 2 3D printer. Used for prototyping for myself and fellow students.  
 Most personal 2D work is done in charcoal.

**Design Work Experience**

Co-Project Manager                                 The Grad Show (Emily Carr)                         Jan. - May 2014

Responsible for ensuring an over-arching focus for the 2014 Design Grad Show, managing the work of 114 students, and liaising between the committees to ensure a unified directive, running weekly meetings with committee chairpersons and university faculty, leading design focus discussions, creating calendars and time management strategies for 4th year graduate class.

Co- op Industrial Design Position     chART research project     Apr 2013 - Feb 2014

Responsible for the design / build / installation of a “Little Free Library” at Marpole Neighborhood House, and the design / build / installation of the “Duck Abacus” shelter for Marpole Days.

**Film Work Experience**

Special Effects Buyer                                 August 2003 - August 2009

Responsible for purchasing materials (hydraulics, pneumatics, plumbing, electrical, welding, woodwork, general industrial supplies), purchase orders, budget management and tracking, departmental payroll tracking, timesheets, managing the pickups and delivery schedules of several drivers, FX shop rentals.  
 [Percy Jackson and the Lightning Thief (2009), Cats & Dogs 2 (2008), The Day the Earth Stood Still (2008), Alien Vs. Predator: Requiem (2006), Deck the Halls (2006), Windchill (2006), RV (2005), Firewall (2005), Catwoman (2003)]

Construction Buyer / Scenic Helper                                 August 2003 - January 2011

Responsible for purchasing construction and sculpting materials, keeping track of stock for sculpting dept., distributing drawings and revised plans to construction foremen and organizing drawings, getting samples for the Art Director, working within the sculpting department on sets and/or props.  
 [Dibbuk Box (2011), Fantastic Four (2004), Chronicles of Riddick (2003)]

Special Effects Assistant                                 June 2001 - July 2004

Reported to the Special Effects Coordinator on projects: melting axes, prop weapons, glowing worms, glowing eyes, a crystal field, rubber glass, etc., on-set work :wind, rain, fire, snow.  
 [The Days (2004), Super Volcano (2004), Saved (2002), Wrinkle in time Reshoot (2002), The Core (2002), Mangler (2001)]