



About

I'm a designer and game artist proficient in graphic design, motion design, UI/UX design & Unity development. I use my experience with design and digital media to create playful and meaningful interactive experiences.

Skills

Adobe CC
Unity
Blender 3D
HTML5/CSS

Education

Digital Media & Games
2014 to 2017, OCAD University
Bachelor of Design

Graphic Design
2010 to 2013, Fanshawe College
Ontario Colleges Advanced Diploma

Achievements

Featured Work: 'The Passing'
2017, V/Art Exhibition

Featured Game: 'Powerplant'
2017, CNE Bit Bazaar

Featured Game: 'Mend'
2017, Different Games

GUI Award of Excellence
2013, Fanshawe College

Experience

Designer

Freelance for Hire, 2011 - Present

Developed branding, web design, and motion design. Clients include MakeLab, The Really Serious Game Company & The Canadian Game Studies Association.

Co-Founder & Lead Designer

Thousand Stars Studio, 2016 - 2017

Prepared content and visuals for investor presentations, as well as design and development on 3D & VR games and applications. Featured VR application in Trinity Square Video's 2017 V/Art digital exhibition.

Research Assistant

Game: Play Lab, 2016

Developed and implemented marketing strategies and social media management for the 2016 Level Up Student Showcase.

Graphic Designer & Artist

Albedo Informatics Inc., 2016

Produced wireframes, illustrations, animations, and user interface design for a location-based augmented reality mobile application.

Production Assistant

Game: Play Lab + Dames Making Games, 2015

Designed and animated 2D art assets for use within research-based game prototypes for the SYSTEM.FAILURE conference.

Junior Designer

Lesley Warren Design Group, 2013 - 2014

Assisted with branding projects and packaging design as well as web publication design for womenofmerit.ca.