



## Summary

Several years experience in video production, graphic design, and interactive media. Skilled at executing marketing campaigns, coordinating with multi-disciplinary teams, clients, and organizations, developing educational content and initiatives, and adapting to new media technologies.

## Skills & Expertise

- Skills** Video production, audio production, voice-over, graphic design, animation, illustration, photography, game design, UX/UI design, 3D design, educational development, marketing, writing, public speaking, research, social media, prototyping, media relations, project management, digital media solutions
- Software** Adobe Photoshop, Illustrator, InDesign, Lightroom, Flash, Premiere Pro, After Effects, Dreamweaver, Audition, Logic Pro, Clip Studio Paint, Autodesk Maya, Unity, OBS, Processing, Arduino, Wordpress, Microsoft Word, PowerPoint, Excel, Axure, Windows, Mac OS

## Professional Experience

- |   |                                 |                       |
|---|---------------------------------|-----------------------|
| <b>Makerspace Technician</b>  | <b>Royal Ontario Museum</b>     | <b>2017 - Present</b> |
| <ul style="list-style-type: none"> <li>Maintain and operate 3D printers, AV equipment, and other creative maker tools for students and staff.</li> <li>Educate school students and teachers in the use of technologies and crafts for Makerspace activities.</li> <li>Advise improvements to the Makerspace and its existing programs and propose new educational initiatives.</li> </ul> |                                 |                       |
| <b>Maker Educator</b>   | <b>STEAM Labs</b>               | <b>2017 - Present</b> |
| <ul style="list-style-type: none"> <li>Monitor the STEAM Labs Makerspace, assist community patrons with projects, and teach maker technologies.</li> <li>Co-taught the Unity Game Design Summer Camp and leading the new after-school Game Design program.</li> <li>Educate families and run creative activities for the STEAM Labs Maker Place at the Ontario Science Centre.</li> </ul> |                                 |                       |
| <b>Multimedia Artist &amp; Designer</b>   | <b>Self-Employed</b>            | <b>2011 - Present</b> |
| <ul style="list-style-type: none"> <li>Contracted by clients for creative services such as visual design, photoshoots, and multimedia consultation.</li> <li>Developing unique independent creative projects including graphic art, games, videos, and more.</li> </ul>   |                                 |                       |
| <b>Artist-In-Residence</b>  | <b>Hand-Eye Society</b>         | <b>2017</b>           |
| <ul style="list-style-type: none"> <li>Artist-In-Residence Oakwood Library Residency program from September - October 2017.</li> <li>Develop a game project within the library and talk to kids and adults about my work and Artist Residency.</li> <li>Lead the Game Curious community discussion each week and develop all of its content and curriculum.</li> </ul>                    |                                 |                       |
| <b>Guest Lecturer</b>   | <b>Sheridan College</b>         | <b>2017</b>           |
| <ul style="list-style-type: none"> <li>Personally invited on three occasions to speak to students in Sheridan College's Principles of Game Design course about my research into Games for Social Change.</li> </ul>   |                                 |                       |
| <b>Game Camp Counselor</b>  | <b>Hand-Eye Society</b>         | <b>2017</b>           |
| <ul style="list-style-type: none"> <li>Mentored 40 kids from age 8 - 12 in designing and d physical outdoor games and digital Scratch video games in the week-long Camp Make-A-Game summer camp by the Hand-Eye Society and Ryerson University.</li> </ul>  |                                 |                       |
| <b>New Media Consultant</b>   | <b>TSN - The Sports Network</b> | <b>2015 - 2016</b>    |
| <ul style="list-style-type: none"> <li>Installed accessible systems, equipment, and graphics enabling live Twitch stream broadcasts at TSN.</li> <li>Designed an interactive visual soundboard for TSN's social media.</li> </ul>   |                                 |                       |
| <b>Multimedia Research Assistant</b>  | <b>Ryerson University</b>       | <b>2010 - 2015</b>    |
| <ul style="list-style-type: none"> <li>Directed, filmed, narrated, and edited documentation videos featuring computer engineering research projects shown at Ryerson University, technology research conferences, and to laboratory business partners.</li> <li>Developed 3D models, interactive features, and graphic assets for multimedia research projects.</li> </ul>                |                                 |                       |

## Education

- |  |                           |             |
|--|---------------------------|-------------|
| <b>Master of Arts</b><br>Media Production              | <b>Ryerson University</b> | <b>2015</b> |
| <b>Bachelor of Fine Arts</b><br>Image Arts - New Media | <b>Ryerson University</b> | <b>2014</b> |



## Exhibited Media Projects

### An/Other

|   |      |
|---|------|
| Hand Eye Society - Game Curious   | 2016 |
| Toronto Comic Arts Festival - Comics Vs Games                                   | 2016 |
| Hand Eye Society - Game Furious   | 2016 |
| Media Mix - Media Production Showcase   | 2015 |
| <u>Press:</u> Torontoist, Toronto Star, Metro News, CityNews, Mediation Station |      |

### Who Are You?

|                             |      |
|-----------------------------|------|
| META - New Media Exhibition | 2014 |
| Level Up Showcase           | 2014 |
| Ryerson Transmedia Zone     | 2014 |

### Sparky Konga

|                  |      |
|------------------|------|
| Maximum Exposure | 2013 |
|------------------|------|

## Community Roles

|  |   |                    |
|--|---|--------------------|
| <b>President</b>   | <b>Game Maker's Union</b>                   | <b>2012 - 2015</b> |
| <ul style="list-style-type: none"> <li>Organized and instructed new award-winning educational initiatives, events, and workshops teaching game development software, programming, and design to Ryerson University students.</li> <li>Executed PR and marketing campaigns through print, e-mail, web, and social media across Ryerson University and the Toronto game community, increasing membership from 10 to 450+ members.</li> <li>Founded and organized Checkpoint, a popular annual student conference held from 2013 - 2015 featuring video game industry professionals as guest speakers.</li> </ul> |   |                    |
| <b>Curator</b>   | <b>Level Up Showcase</b>                    | <b>2015</b>        |
| <ul style="list-style-type: none"> <li>Curated and managed Ryerson student game projects featured at the 2015 Level Up Showcase.</li> </ul>  |   |                    |
| <b>Programming Mentor</b>  | <b>Toronto Public Library</b>               | <b>2014</b>        |
| <ul style="list-style-type: none"> <li>Assisted head instructor to teach children how to program in Scratch on National Learn to Code Day.</li> </ul>  |   |                    |
| <b>Cameras &amp; Code Mentor</b>   | <b>Black Youth in Tech Education (BYTE)</b> | <b>2014</b>        |
| <ul style="list-style-type: none"> <li>Mentored children and teenagers in a weekend camp teaching video production and game programming skills.</li> </ul>   |   |                    |
| <b>Student Mentor</b>  | <b>Ryerson University Tri-Mentoring</b>     | <b>2011 - 2014</b> |
| <ul style="list-style-type: none"> <li>Mentored and assisted several Ryerson University freshmen, helping them adapt to student life.</li> </ul>   |   |                    |
| <b>Creative Mentor</b>   | <b>Ladies Learning Code</b>                 | <b>2012 - 2013</b> |
| <ul style="list-style-type: none"> <li>Assisted head instructors to teach women how to use Adobe Photoshop and Premiere Pro in two separate Art and Video Editing workshops.</li> </ul>  |   |                    |

## Awards & Nominations

|   |      |
|---|------|
| <b>Ryerson Students Union - Game Maker's Union</b>        |      |
| <b>Won:</b> Best Educational Events - Student Group       | 2014 |
| <b>Won:</b> Best Membership Engagement                    | 2014 |
| <b>3rd Place:</b> Outstanding Student Fair Display        | 2014 |
| <b>Nominated:</b> Best Educational Events - Student Group | 2015 |
| <b>Anime North Music Video Competition</b>                |      |
| <b>Finalist:</b> Gundam Build Heroes                      | 2016 |
| <b>Finalist:</b> The Fun Has Just Begun!                  | 2017 |
| <b>Animethon Music Video Competition</b>                  |      |
| <b>Finalist:</b> Gundam Build Heroes                      | 2016 |