Sept - Dec 2021

## EDUCATION

Simon Fraser University Bachelor of Science	School of Interactive Arts and Technology	2016 - 2022

## EXPERIENCE

Dear Van Gogh Virtual Reality Project

Researched, designed and developed a Virtual Reality experience Jan - May 2022 featuring the life and relationship between Vincent Van Gogh and his younger brother Theo Van Gogh, Under the guidance of Dr. Bernhard Riecke, who manages the iSpace lab at SFU-SIAT. Developed a live prototype in Unity, designed and modelled environment assets in Blender and wrote custom scripts for interaction in C#.

La Batie

Interaction Designer

Designed and developed interaction ideas that establishes Sept - Dec 2022 post-show excitement and supports underfunded artists of the performances. This project was done as part of a senior year, academic course.

Italist.com Interaction Designer + Researcher

Designed and developed prototypes, conducted secondary research and presented a final deliverable of an interactive website redesign prototype of Italist.com as part of a senior year, academic UX course.

## SKILLS

## EXTRACURRICULAR

Interaction Design UX Design Visual Design Web Development	Systems Hacks 2019 Hackathon - 1st Place	Participated in a 12-hour hackathon hosted at Simon Fraser University. Designed and developed the front-end web application of a LAN based, multiplayer game called Dash. This project won 1st place at the Systems Hacks 2019 hackathon.	Dec 2019
Unity Blender Figma Adobe Illustrator Adobe Photoshop C#, JavaScript, HTML, CSS	Undergrad Conference Presenter - Lampanella	Presented an industrial design project, Lampanella, in front of over 100 participants as part of an annual celebration of SFU's Faculty of Communication, Art and Technology.	March 2022
	Badminton Coach David Thompson Secondary School	Coached a seasonal, junior badminton team with students between the ages of 13 - 16 years. Our team eventually placed 2nd in the Vancouver City Finals in Summer 2019.	2017 - 2019