



Experience

2014- That side project

Designer, maker

Working on the projects that inspire me that aren't my day job whether freelancing, volunteering, writing or exhibiting. Things that make people smile, think or do good things.

PRODUCT DESIGN, BRANDING, PACKAGING, SPACES, HEALTHCARE, RESEARCH, CONCEPTUAL DESIGN

2014- The Artificial

Vectorographer, Pixel painter

Hands-on visual and interaction design. Writing guidelines, constructing flowcharts and sketching many wireframes. From high level concept creation, composing screens, through to the production of assets for a range of apps, programs and websites across all types of operating systems and devices.

CONSUMER ELECTRONICS, E-COMMERCE, 3D PRINTING, ANDROID, ILLUSTRATION, FLOW DIAGRAMS, VISUAL DESIGN, TRANSLATION TO TOUCH, ICONOGRAPHY, KICKSTARTER

2013- frog

Interaction designer

Primary focus on design research.

Working within multi-disciplinary teams to design and facilitate *frogthink* workshops. Brainstorming and translating research findings into viable concepts. Using skills in graphic design, animation, industrial design and video editing to make concepts real, and research relatable. Experience and service design.

I.T SECTOR, ENERGY SECTOR, MILLENNIAL'S, TRAVEL INDUSTRY, TELECOMMUNICATIONS, INTERACTION DESIGN, RESEARCH, CUSTOMER JOURNEY MAPS, PERSONA'S, EXPERIENCE DESIGN, PRESENTATIONS

2012- Australian Conservation Foundation

2009 Graphic designer

Creating animations and graphics for *The Climate Project Australia*. Worked as part of a team in creating a series of presentations that were part of the Australian branch of Al Gore's climate change leadership program. Translating raw data into a series of infographics for presentation and publication.

INFOGRAPHICS, VISUALIZATION, PRESENTATION, SUSTAINABILITY, ILLUSTRATION

2009 Victoria Police Judicial Support Unit

Graphics Operative VPSG-3

An unsworn member at the Judicial Support Unit producing interactive presentations to be used in high profile court proceedings. Common tasks included the collation and analysis of evidence, reconstructing scenes with software, footage enhancement, editing and, the construction of animations or interactive timelines.

INTERACTION DESIGN, ANIMATION, RECONSTRUCTION, VIDEO EDITING, FLASH, AFTER EFFECTS, DATA

2008- Oxfam Australia - Refugee Realities

Creative

Designed, sourced and built sets and props for the Refugee Realities exhibition. Created graphics for way-finding, posters and event promotion. Produced assets for animations, interactive games, websites and videos. Worked as part of a team of over 200 volunteers. An inspired collaboration between designers, artists, actors, teachers, aid workers and refugees themselves.

EXHIBITION DESIGN, INTERIOR DESIGN, GRAPHICS, PROMOTION, ANIMATION, GAME DESIGN

Education

2011 Masters of Social Design

HSP Huygens Scholarship Holder

Design Academy Eindhoven, Netherlands

2007 Bachelor of Industrial Design (H1 Honors)

Scholarship holder for Excellence and Equity

Monash University, Melbourne, Australia

Designing Health

Changing the sickness experience, by incorporating mental and social health into contemporary medical practice.

VeggiePatch

Creating edible landscapes for urban spaces.