

Designer and New Media Artist with nearly a decade of experience crafting physical and digital creative pieces, specializing in experiential design, game design, and multimedia video art/animation.

EDUCATION

Graduate Candidate, *Game Development*

Savannah College of Art & Design
CONCENTRATION: GAME + LEVEL DESIGN

BFA, *Design and Multimedia*

Northern Illinois University
CONCENTRATION: NEW MEDIA & ANIMATION

SELECTED EXHIBITIONS

- 2023 *Fractal: Order in Chaos Video Art Group Exhibition* // Tehran, Iran // 2D-animation
- 2022 *fu:bar* // Zagreb, Croatia // 2D-animation
- 2022 IMAGE PLAY [▶](#) International Video Art Festival - IV Edition // Funchal, Madeira - Portugal // 3D Videos
- 2022 *Inner Reflection \ Time Refraction* // Ariana Art Gallery - Tehran, Iran // 2D-animations
- 2021 *Glitch: Aesthetic of the Pixels, Vol. 03* // Bavan Gallery - Tehran, Iran // 2D-animations
- 2021 *Connection* // Dispatch Gallery - Chicago, IL // video of 3D-live performance
- 2021 *Glitch: Pixel Language, Vol. 02* // Bavan Gallery - Tehran, Iran // 2D-animations
- 2020 *Hyperborean* // Elastic Arts - Chicago, IL // live interactive performance collaboration
- 2018 *SHRINE* // Digital Art Demo Space - Chicago, IL // live interactive performance collaboration
- 2018 *Shop Class* // Minneapolis, Minnesota // print of 3D modeled scene
- 2017 *fu:bar* // Akc Medika - Zagreb, Croatia // 3-minute 2D-animation video
- 2017 *what.* // Autotelic Studios - Chicago, IL // solo show // real-time interactive sculpture installation
- 2017 *G.A.I.D.* // Gamut Gallery - Minneapolis, MN // 2D-animation video loops and 3D-printed sculptures
- 2016 *Welcome To The End* // The Franklin - Chicago, IL // 1-minute 2D-animation video
- 2016 *fu:bar* // Akc Medika - Zagreb, Croatia // 2D-animation video loops
- 2016 *Affreightments* // Gunder Exhibitions - Chicago, IL // video mapped 3D-animations
- 2016 *Inquiry Inc.* // Osijek, Croatia; Paris, France // collaborative video project

TEACHING/LECTURE/DISCUSSION EXPERIENCE

- 2023 *MFRU - International Festival of Computer Arts* // Maribor, Slovenia // panel discussion o digital archiving
- 2023 *fu:bar* // MaMa, Zagreb, Croatia // lecture titled "No One Way To Play"
- 2023 NOT.GLI.TCH/H // University of Chicago, IL // talk on online community via Glitch Artists Collective
- 2021-22 *fu:bar* // Zagreb, Croatia // virtual gallery walkthrough and discussions
- 2020 DXARTS, University of Washington // 2-Day lecture and workshop on "Breaking An Image"
- 2018 *blue* // Villette Makerz, Paris, France // interactive lecture performance on digital identity
- 2017 *Chicago School of Guitar Making* // Teacher's Assistant for basic electronics classes

CURATORIAL PROJECTS

- September 2022 *Glitch Art Is Dead v3* // Minnesota, USA // Curator + Producer
- Nov. 2019 - March 2020 *EPICENTRE, The Wrong Biennale* // 21 Locations in Spain // Guest Curator
- October 2019 *Nuit Blanche, Glitch Art at Villette Makerz* // Paris, France // Guest Curator
- 2016-2022 *Glitch Artists Collective* // Facebook 88K & Instagram 100K+ // Curator & Admin

RELEVANT WORK EXPERIENCE

Voyre360

2019-2022

Video Editor, MoGraph Artist

Edited 360/180 video and created motion graphics content for virtual reality advertising.

Key Achievements:

- Imported, edited, and stitched 360/180 video footage from separate lenses for seamless virtual reality experience in commercial, non-profit, and entertainment sectors utilizing the Oculus Quest.
- Edited footage for color correction, stabilization, keying, motion tracking, crew masking, and video patching via rotoscope methods.
- Created motion graphics, primarily animated text, for VR environments

Illumivation Studios, LLC

2018-2021

Lead Designer, 2019-2021

Led teams of 5-10; managed internship program; oversaw CNC manufacturing process & operation.

Key Achievements:

- Spearheaded projects up to \$200K; surveyed sites, developed budget estimates, staff scheduling, sourced materials, utilized and hired freelancers to balance cost & time, and supervised production.
- Launched communication platform to connect fabrication and design teams, enabling positive collaboration.
- Authored structural and experiential designs, 3D models, and CAD drawings based on client specifications.
- Crafted installations to represent major brands, such as LEGO, Nike, Ford, McDonald's, and GrubHub.

Fabricator Floor Lead, 2018-2019

Ensured clean shop environment and operated power, hand, and measurement tools, aligning with safety standards. Supervised and mentored staff as acting Floor Lead. Worked as a woodworker and MIG welder.

Key Achievements:

- Carved and finished two 20 ft. x 60 ft. foam replica pieces to represent Arizona's Red Rocks that were mounted on either side of the Chicago stop of the red line L-train entrance downtown.
- Welded the structures of three car sections that were attached to billboards in New York & Los Angeles, advertising the television show, 9-1-1.
- Charted approach and operated CNC to craft a nine-foot replica of a ¼" coin.
- Trained 15+ new employees on technical drawing interpretation and proper shop equipment use.

JBTV Studios

2017-2019

Animator, Camera Operator, & Video Editor

Designed and tested motion graphics on broadcast systems for 20+ bands. Created TV & web commercial collateral. Facilitated analog-to-digital media conversion.

Key Achievements:

- Filmed and edited interviews and stage performances; synced audio and video, encoding final masters for television and web distribution.