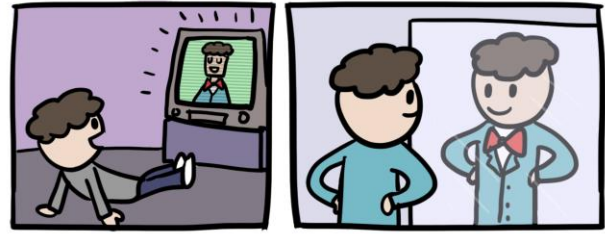


PROFILE

Designer and cartoonist with a strong passion for creating story-driven interactive experiences.

SKILLS

- Illustration, UX+UI Design, Writing, Public Speaking.
- Adobe Suite, Sony Vegas Pro, Twine, Sketch, Axure, Unity (2D basics), WordPress (HTML basics).



EDUCATION

- **Master of Digital Media** – *Centre for Digital Media (CDM)* September 2014 - June 2016
- **BSc in Microbiology & Immunology** - *University of British Columbia* September 2010 – May 2014

WORK EXPERIENCE

Freelance Artist / Designer

December 2016 - Present

- **SciCATS.org** – Illustrating an open access series of modules to teach science communication.
- **Robert Allan Ltd.** – Made a cartoon slide deck for the company chairman, which he will present at the APEGBC conference.
- **Vancity** – Created illustrations for an internal pitch project. Also sketch-noted at a company workshop.
- **UBC** – Adapted a biology lab manual on dissecting microscopes into an instructional comic book for the Botany Department.

Cartoonist / UX + UI Designer

July 2017 – Present

UBC Digital Emergency Medicine (DigEM)

- Working on the mDAWN Kids project creating a third interactive comic about nutrition for the BC elementary school curriculum, building on my [previous project](#). (This is a work in progress).
- Collaborating with school teachers and nutritionists to ensure the clinical accuracy of the comic.
- Working closely with a programmer to design the sitemap and player decisions.

Science Facilitator, Part-Time

September 2016 – July 2017

TELUS World of Science

- Worked with a curator to write and draw a children's story about Science World's chameleon.
- Performing Centre Stage shows and communicating science concepts to a wide audience.
- Facilitating galleries at Science World and engaging with students and customers one-on-one.

Cartoonist / UX + UI Designer/ Project Manager

September 2015 – September 2016

UBC Digital Emergency Medicine (DigEM)

- Created interactive comics about mental health and sleep for the new BC elementary school curriculum, building on my Master's degree project.
- Improved the story and artwork based on pilot feedback from two elementary schools.
- Pitched a roadmap for the future of the project to my supervisors.
- Led a programmer to create the [final interactive product](#).

Design Mentor

August 2016

Joule² Hacking Health Design Day

- Helped physicians at the design jam visualize their ideas to solve a healthcare challenge.
- Coached participants in design and agile concepts, and helped them develop a user story for their healthcare products using my cartoons.

Memory Tester

November 2012 – September 2015

UBC Alzheimer Clinic

- Administered ~ 250 memory tests to patients and scored them for their charts.
- Improvised in difficult situations involving patients with language barriers, those with severe cognitive decline, or those going through emotional distress.

STUDENT INDUSTRY EXPERIENCE

Cartoonist / Designer

May – August 2015

UBC Digital Emergency Medicine (DigEM)

- Developed an interactive comic about sleep health in a student team at the CDM.
- Pitched story ideas to our client, and wrote and illustrated the comic based on their feedback.
- Planned and designed a user test for children to validate the content of our comic.
- Fixed the story of the sleep comic based on user test feedback. Our final deliverable resulted in my internship in September 2015, and a school pilot for the sleep comic.

UI + UX Designer / Artist

January – April 2015

Nognz Brain Fitness

- Worked as part of a student team to develop a brain-training app for Nognz. Nognz is a business that provides mental wellness workshops to corporations.
- Storyboarded many iterations of the app's user experience.
- Validated our team's design ideas through user-testing, and got them approved by Nognz.

PERSONAL PROJECTS

Writer / Illustrator / Editor

June 2017 – Present

"Ocelot Library" Web Series

- Writing and animating cartoon shorts about my original cast of characters.
- Working with voice actors to make the characters come to life.

Artist / Game Designer

January 2015, 2016

Global Game Jam Vancouver

- Participated twice at a 48 hour game jam, creating a Mafia-esque ice cream scooping game called [*Scooping with the Fishes*](#), as well as a narrative game called [*Dungeon Janitor*](#).

PUBLIC SPEAKING

Lots of experience giving science comedy talks at:

October 2016 – August 2017

- [Nerd Nite Vancouver](#) at the Fox Cabaret
- [Education Technology Users Group](#) Conference
- [Collider Café](#) at Café Deux Soleils
- [March for Science](#) at TELUS World of Science
- [Eclipse: Total Alignment](#) at the H.R. MacMillan Space Centre