

# Maker. Cyborg. Technologist.

**AT A GLANCE:** I am a maker, Artist and creative technologist focused on building accessible community spaces through education, collaborative projects, radical curriculum design and inclusivity. I believe in using technology and games as a medium for discovery, empowerment and exploring the folly of the moment.



## COMMUNITY

Outreach and leadership, organization, community building, diversity and inclusivity focus, event planning, volunteer coordinating, LGBTQ outreach, social media management.



## TEACHING

Curriculum design, undergraduate teaching, youth outreach, technical workshops, design thinking, feminist pedagogy, accessibility, popular education, Inquiry and based teaching,



## TECHNOLOGY

Digital Fabrication: Laser cutting, 3D Printing, CNC, electronics, Arduino, welding, wood working, shop safety, soldering, wearable technology, soft circuits, Adobe CS Augmented/ Virtual reality.



## PROGRAMMING

HTML5, CSS3, JavaScript, jQuery, less.js, PHP, lua, C++, Unity, UDK, Actionscript, Processing, Arduino, Wordpress, OpenFrameworks, Twine, Python, C#, Node.js, ember.js Bootstrap, Sass. js Cordova/phone gap, agile development and test driven development techniques.

## Teaching

### Director of Education

STEAM LABS COMMUNITY MAKERSPACE, 2015 - 2017  
Curriculum design, studio-space development, tools and material acquisition, community engagement and teaching for adults and children. STEAMLABS.CA

### Instructor:

**Game Design & Interaction Design**  
SHERIDAN COLLEGE, 2015-present.  
Undergraduate instruction in programming, concepts in game design, and design-thinking in the 4 year Game Design program.  
SHERIDANCOLLAGE.CA

### Instructor:

**Digital Futures Initiative** OCAD UNIVERSITY, 2016-Present  
Undergraduate teaching physical computing, programming and New Media Art.  
OCADU.CA

### Curriculum Designer

ZERO TO STARTUP, 2015-PRESENT  
www.ZeroToStartup.org

### New Media Instructor

DESIGN EXCHANGE, 2016-PRESENT  
www.dx.org

### Education Officer

SITE 3 COLABORATORY, 2012-PRESENT  
www.Site3.ca

### Youth Class Facilitator

TORONTO TOOL LIBRARY 2015  
www.TorontoToolLibrary.com

### Research / Educator

INSTITUTE FOR RESEARCH IN DIGITAL LEARNING  
YORK UNIVERSITY, 2016-PRESENT  
www.irdl.info.yorku.ca

### Innovator In Residence

TORONTO PUBLIC LIBRARY  
SUMMER 2015

### Research & Co-founder,

LITTLE DADA, /STUDIO [Y].  
2014 - 2015. www.LittleDada.ca

### Instructor

INTERACCESS - 2016-PRESENT  
www.Interaccess.org

## Community

**Director, Site 3 CoLaboratory,**  
2013 - PRESENT. Organizing and leading projects at a not for profit arts & technology community space. SITE3.CA

**Co-Founder** ADVENTURE BOX COLLECTIVE 2017

**Innovator In Communities,**  
TORONTO PUBLIC LIBRARY, 2014 - 2015. A teaching series throughout Toronto's community centres on Arduino, web development and coding.

**Satellite Events Team,**  
MAKER FESTIVAL TORONTO, 2016  
Coordinating 100+ events around Maker Festival with over 12,000 attendees

**Artist In residence Program Coordinator** SITE 3, 2015-16  
Facilitating, recruiting and supporting artists in a 4 month residency at Site 3 colaboratory

**LGBTQ Shop nights Co-Founder Site 3 coLaboratory**  
2014 - PRESENT  
Organization and leading of weekly LGBTQ inclusivity community events.

**Make Friends Monthly Co-Founder, Little Dada,** 2015 - PRESENT  
Monthly meetups of makers and community leaders in Toronto, rotating venues. MAKEFRIENDSMONTHLY.COM

**Site Bee Popup Shop Co-Founder,** SUMMER 2014. Created and ran a two month long pop-up shop with local artists and makers.

**FemTechNet**  
Exploring distributed pedagogy and community building.

## Little Dada

**Co-Executive Director: Little Dada,** 2014-PRESENT

Little Dada is an organization of Creative Technologists for social change. Our goal is to interlace opposites and all contradictions, using art and technology to teach lateral thinking, creative practices and educate diverse learners. Little Dada runs events, classes, workshops and happenings. We provide weekly, monthly and yearly events to bring together Toronto's creative community.

Responsibilities include: Community outreach, planning, workshop and curriculum design, financial management. **LittleDada.ca**

## Exhibits, Talks & Articles

**Make Fashion 2017,** "re: familiar"

**Cirque-it 2017,** "Cyborg Armor"

**Grow Op 2017,** Gladstone Hotel

**HelloCon 2017,** Invited  
Keynote Speaker

**Come Up To My Room 2017**  
Gladstone Hotel Support/  
Technical Lead, Funded by TAC

**Nuit Blanche 2016,** Orbs

**Hand Eye Society Ball 2016**  
Annual General Mischief

**Critical Maker Education**  
Speaker 2016 ITP NYU

**MISC Magazine,** ARTICLE: *Building the Feminist Cyborg Revolution*

**DigiFest 2016** FUTURE5 Speaker

**Reconstructing Resilience 2016** Speaker, OCADU

**Different Games Conference 2016,** Speaker

**FemTechNet 2016** Speaker,  
Ann Arbor Michigan

**Toronto Design Offsite Festival Speaker 2016**  
MaRS Discovery District

**Space Jam YTB Gallery,**  
Jan.2016, Exhibitor

**Indigiecade, DMG 2015**  
Speaker 2015, Bento Miso

**Indiecade 2015,** Exhibitor

**Atomic Lollipop 2014,** Speaker,  
Ontario Science Centre

**GradEx 2014,** OCADU Exhibitor

**Light 2014,** OCADU Exhibitor

**IGDA Eat Play Mingle** Exhibitor

**TEDx 2013 Speaker**  
TEDx OCADU.

**Dames Making Games 2013,**  
Speaker

**Level Up 2013** Exhibitor

**Social Engineer,** OCADU  
Graduate Gallery 2013.

**Possibility Spaces 2011**  
Exhibitor

## Interviews

**What She Said**  
**SiriusXM** (03.08.16)  
Women, Diversity & Tech

**Metro Morning CBC**  
(02.15.16) Star Wars  
"Rey Day" Hackathon

**The Current CBC**  
(08.19.2015) Panelist  
"The Right to Tinker"

## Education

**Social Entrepreneurship Bootcamp**  
CENTER FOR SOCIAL INNOVATION  
2016. Digital marketing analysis and creation, business planning, networking.

**Masters of Fine Art (MFA) in Digital Futures**  
OCAD UNIVERSITY, 2012 - 2014.  
Research on accessibility in urban gardening, cybernetics and integration of technology and sustainable food in urban spaces.

**BFA Computation Arts**  
CONCORDIA UNIVERSITY, 2011  
Electronics, game development, Arduino, web programming, graphic design, 3D modeling, wearable technology.

**DEC Visual Arts**  
DAWSON COLLEGE. 2008  
Graphic design, web-programming, visual arts.

## Awards & Residences

**Artist In Residence**  
SOCIAL BODY LAB, 2017

**Dames Making Games 2016**  
GDC Scholarship Recipient

**Animating Torontos Parks**  
Toronto Art's Council Grant

**Innovator In Residence**  
Toronto Public Library

**Younger Than Beyonce Artist Residency** Resident

**OCADu Graduate Scholarship**  
Recipient 2012 & 2013

**Toronto Hardware Hackathon 2013** Mentor

## Classes

All curriculum is designed through a project and inquiry based lens. Classes are facilitated with a popular education practice.

**Computational Studio**  
(Undergraduate thesis advisor)  
Sheridan College 2017

**Interactive Objects 2**  
Sheridan College 2017

**Physical Computing**  
OCAD University 2016-17

**Computational Media**  
Sheridan College 2016

**Interactive Objects 1**  
Sheridan College 2016

**Digital Media Principles**  
Sheridan College 2016

**Game Design Fundamentals**  
Sheridan College 2015

**IMC (Programming basics)**  
Sheridan College 2015

**U of T "iSkills" workshop**  
(Faculty of information) 2017

**Maker Bootcamp 2016**  
STEAMLabs, Ongoing

**Wearable Tech (Youth)**  
York University / TDSB

**Electronics Masterclass**  
Design Exchange

**3D Printing Masterclass**  
Design Exchange

**Unity Programming**  
Interaccess

**Laser Training (Level 1-3)**  
Site 3, STEAMLabs

**Augmented Reality Programming**, Interaccess

**Arduino / Electronics (Youth) STEAMLabs, TDSB, Toronto Tool Library**, Toronto Public Library

**3D Printing (Youth/Adult)**  
STEAMLabs, Design Exchange

**Ongoing classes**  
Internet Of Things, Web programming, Wearable Technology, Unity programming, Augmented Reality, Arduino, Processing, Circuits, Design Thinking, Ember.js, Unity, HTML/CSS, Wearable Technology, Processing, JavaScript

## Conference Organization

**Make Change 2015-2017** LITTLE DADA / MAKER FESTIVAL TORONTO  
Coordinated a conference and showcase with Maker Festival Toronto about critical engagement with Maker culture. Recruited, facilitated, budgeted and organized 26+ speakers and sessions with 150+ attendees

**Southern Ontario Maker Space Conference (SoOnCon) 2015**  
Organizing and developing the Southern Ontario Maker Space Conference. Coordinating and facilitating 10+ organizations in Southern Ontario speaking attending. SOONCON.CA

## Projects

### **WEARABLES MASTERCLASS**

Anouk Whippercht, Digifest 2016.

### **ANEMOIA NIGHT PARADE**

Technologist, 2016

### **ANIMATING TORONTO'S PARKS**

Toronto Arts Council / Hand Eye Society, 2016

### **PUNK PRISM POWER, DEVELOPER & ARTIST**

Showjammers / DMG / Vector Game Festival / Indiecade / Maker Festival Toronto, 2015-16  
punkprismpower.com

### **SUBLIME APPARATUS**

Technologist, 2015

### **THE ANTHROPOLOGISTS MARKET**

Scotiabank Nuit Blanche, 2015.

### **ADVENTURE BOX AT SITE**

**3, CO-FOUNDER** Scotiabank Nuit Blanche, 2014.  
adventurebox.net

### **HUSTLE BUSTLE**

Little dada / DMG 2015.

### **MY AMIE, CO-CREATOR**

PCH Hardware Hackathon 2015.

### **PEOPLE'S PEDAL POWERED**

Charlie's Bike Joint 2014

### **CYBORG GARDEN**

Artist and technologist 2014

### **LASERSAUR BUILD**

Toronto Tool Library, 2013

### **BURRITO HACKS, DEVELOPER & ARTIST**

Random Hacks of Kindess 2012

### **SEASONS DEVELOPER**

**& ARTIST** Global Game Jam 2012,

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## Events

### **A LAB OF ONE'S OWN**

International Women's Day, Little Dada, 2016-17

### **REY DOLL HACKATHON**

SteamLabs 2016

### **STUPID SHIT NO ONE NEEDS AND TERRIBLE IDEAS HACKATHON**

Ryerson University 2016  
*Featured on cbc's the current*

### **TOASTRAITS**

Maker Festival Toronto

### **RIDICULOUS AUCTION**

Site 3 Colaboratory, 2014

## Technology

### **MAKE WORKS PROTOTYPING MANAGER,** 2017 - present

Produce functional prototypes for clients using digital fabrication methods.

### **DIGITAL FABRICATOR & OWNER**

ZAP! Laser cutting, 2014 - 15.  
Laser cutting and digital fabrication services and consultation.

### **FULL STACK WEB DEVELOPER**

Freelance - Ongoing  
Web development services and consultation

### **CREATIVE TECHNOLOGIST**

**CONSULTING** Freelance - ongoing  
Building installation and physical computing projects

### **GRADUATE RESEARCHER** (various).

Anthill Lab, Mobile Lab, Inclusive design research center.

### **FRONT-END DEVELOPER (SPECIALIZATION)**

CROWD TWIST / crowdtwist.com

### **FULL STACK DEVELOPER LEARNING MODULES PROJECT**

YORK UNIVERSITY  
2016-PRESENT  
Institute for research on digital learning.  
www.irdl.info.yorku.ca