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## Designer/Visual Artist

*15+ years' success leading artistic innovation for high-growth organisations*

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Repeated success in developing creative design concepts for exhibitions and displays from concept visualisations and presentation, through to documentation and specification fits for fabrication and tenders. Adept at preparing and presenting exhibition design and display proposals using sketch and digital drawings, 3D physical models. Expert presenter, negotiator, and designer; able to develop project plans, manage priorities and deliver quality outcomes within agreed timelines and budgets. Deliver a range of targeted artform and artist access programs and strategies, developing program evaluations, and ensuring the highest level of artistic engagement. Extensive experience in large-scale events and productions including working on projects for the 2006 Commonwealth Games, the Sydney Theatre Company, ABC Tv, and the City of Melbourne Council.

### Highlights of Expertise

- Creative Design Concepts
- 3D & 2D Components / Models
- Exhibition Design & Production
- Interior Architecture & Designs
- Contract Development / Negotiations
- Digital and Manual Art Techniques
- Concept Visualisation & Presentation
- Sketch & Digital Drawings
- Process Redesign / Change Management
- Artwork Installation & Assistance
- Team Building and Leadership
- Gallery Spaces & Exhibitions

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## Career Experience

Melbourne Polytechnic, Melbourne

*Provided leadership and accountability for all promotional activities and regular assistance in programming and marketing. Mentored and coached art students and provided subject matter expertise and technical skill to develop the professional and personal goals of the group.*

### **TECHNICAL OFFICER** (2009 to 2017)

Held concurrent responsibility for developing creative design concepts for exhibitions through consultation with Curators and other exhibition staff. Deliver and develop specialist art projects and monitor and overview high-level stage design, construction, and IT services.

- ♦ Sourced art components including the installation and dismantling of arts and displays and ensured that all exhibition spaces and work practices met all requirements.
- ♦ Liaised with staff and external contractors, and the media and communicated with corporate sponsors and community leaders to generate and curate promotional material for careers expo.
- ♦ Managed specialist equipment for prestigious visual and performing art events, such as AGIdeas and coordinated marketing for The Australian Art and Design Resource Guide (ADERG)
- ♦ Collaboratively planned, promoted, and implemented an animation festival within the Bachelor of Illustration degree program, which successfully engaged and connected students and practitioners.
- ♦ Reviewed, selected, and recommended plans to realise exhibitions and events by collaborating with staff and students on all aspects of exhibition design and production from conception through to de-installation.

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- ◆ Consulted with the Exhibition Project Manager to plan exhibition and production project budgets, schedules and resource requirements for exhibitions and changeovers, and ensured that all exhibitions remain under budget.
- ◆ Provided technical advice and expertise on the use of IT equipment, multimedia elements, tools, and supplies, including gallery lighting, exhibition furniture, and presentation material.

#### i4 Details Design

*Developed and implemented the overall artistic mission, enhancing the creative potential of projects and collaborating with groups and individuals from across the community to develop ideas and events.*

#### **FREELANCE CREATIVE PROJECT (2001 to June 2017)**

Held responsibility for large-scale projects including “Absolute (Un)certainty”, Melbourne, Fringe 2017, MFA event; “A Midsummer Night’s Dream”, and Testing Grounds; “Macbeth”, Bell Shakespeare Co.

- ◆ Sourced creative and unique design ideas to design and construct a modern set for an ABC live comedy event named “Warehouse Comedy”.
- ◆ Managed the design and installation theatre set for outdoor performance and installed temporary performance environments for the public.
- ◆ Introduced new processes to create required drawings and manufacture end products using modern software including AutoCAD, 3D modelling software, MS Office, and Adobe creative suite.
- ◆ Cooperated with Artists and other creative professionals and oversaw source equipment and materials, and the design of supports, frames, enclosures within exhibitions and displays.

#### Additional Experience

##### **Contract Creative Artist (2000 to 2008)**

- Senior Modelmaker - “The Pacific” US TV series/ First Division Productions.
- Sculpture/Models - “Where the Wild Things Are” Feature film/ More Rice Prods.
- Prop construction/art finishing - “Commonwealth Games”/ Al Martinez Studios.
- Design assistant - “Ceremonies”/ Commonwealth Games Corporation.
- Sculpting - “Peugeot” advertising commercial/ Prodigy Films.
- Drafting/Model making - “The Ring Cycle”/South Australian State Opera.

**Set Construction and Props Assistant / Buyer (2000 to 2001)** ▪ Sydney Theatre Company

## **Education & Credentials**

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Master of Fine Arts – Production, four years / Part time (2014)

VCA

MAYA Intro to Film and TV 3D Animation (2014)

*Swinburne University*

3DS Max Basics (2007)

*Swinburne University*

Professional Development

- Certificate IV in Training & Assessment, CBD College
- VPT (projection mapping software) 2-day workshop, ACMI, Melbourne
- Fusion 360 (3D modelling/printing software) info session, Spacetank Studio, Melbourne
- Laser Cutting Workshop, Spacetank Studio, Melbourne
- Makerspace / 3D printing workshops, Docklands University
- Photoshop for Film & TV, AFTRS
- Concept Illustration for Film & TV, AFTRS
- Introduction to Theatre Design, NIDA

### Workshops, Interests and Courses:

Immersive Experimental Theatre Collaboration, 2016

Latecomers Open Body Theatre, 2016

Visit, Interactive Digital Installations

Emerging Science & Innovation Museum Tokyo, 2015

Sculptural Exhibit Entries, 2015

Melbourne Fringe Furniture Festival, 2013 & 2015

Laser Cutting Workshop

Space Tank Creative Community Studios, 2015

Art Installation Commercial Window Space

Northern Exposure City of Darebin Arts Festival, 2013