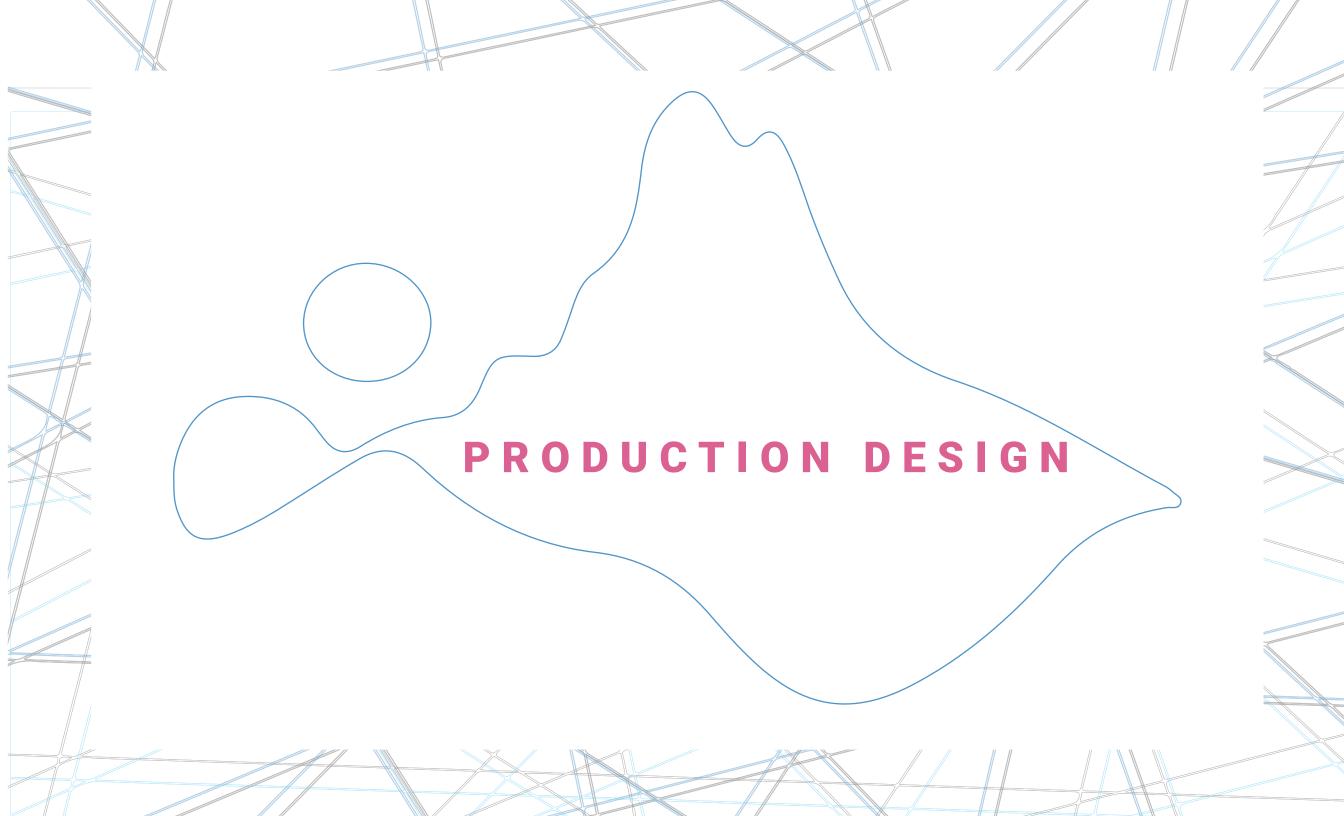
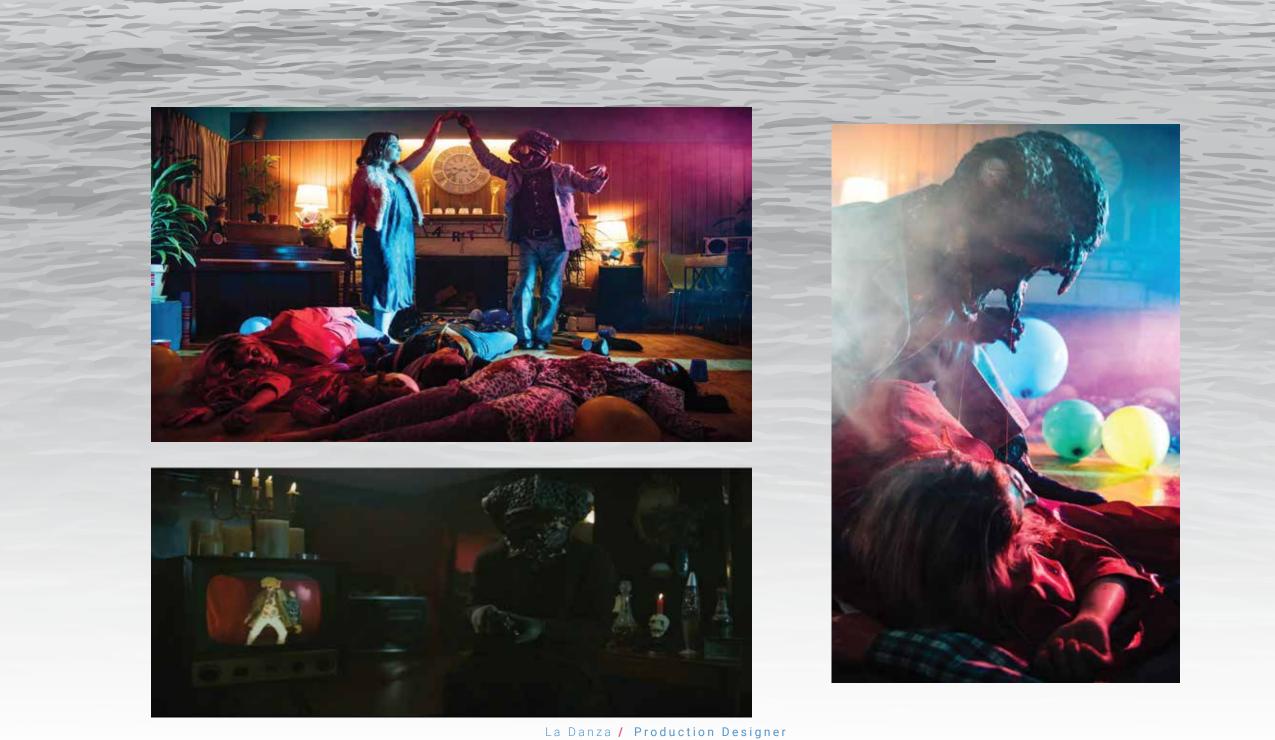


Derelict Bus Station / Production Designer
300 sqft set-build on which 11 student projects were filmed

LEFT: Sketch-up model TOP RIGHT: Fully contructed set BOTTOM RIGHT: Production still from "Damsel"





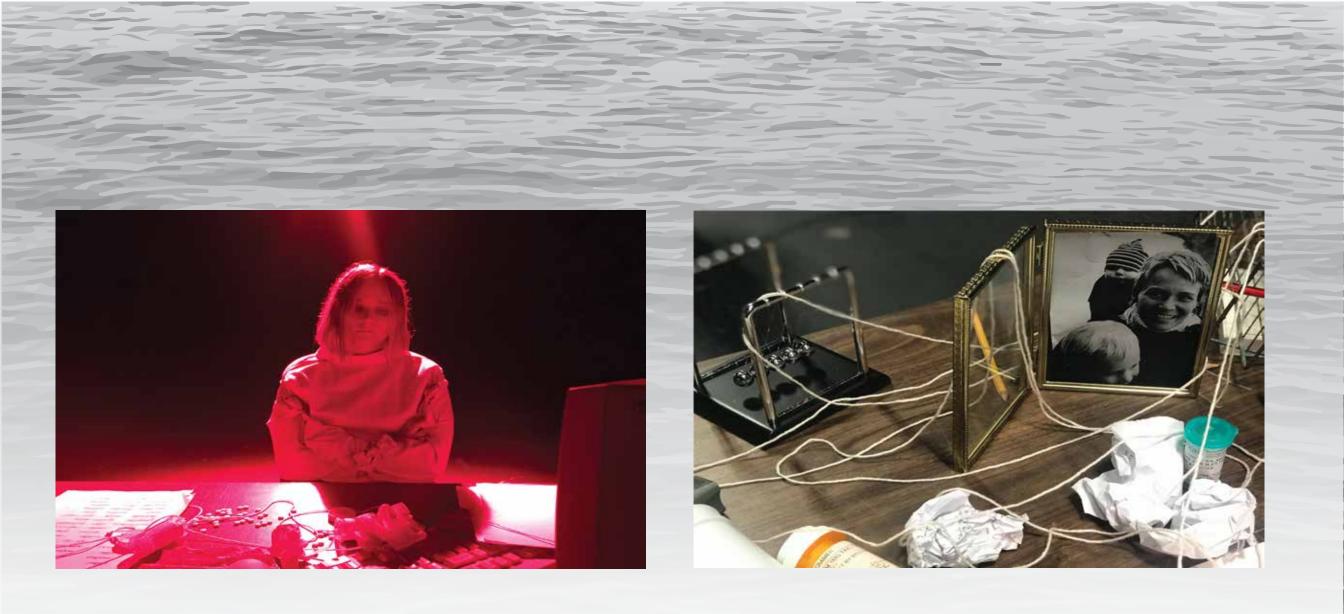
Psychedelic horror short created for the 2019 Run & Gun: Blood & Guts 48 hour film competition

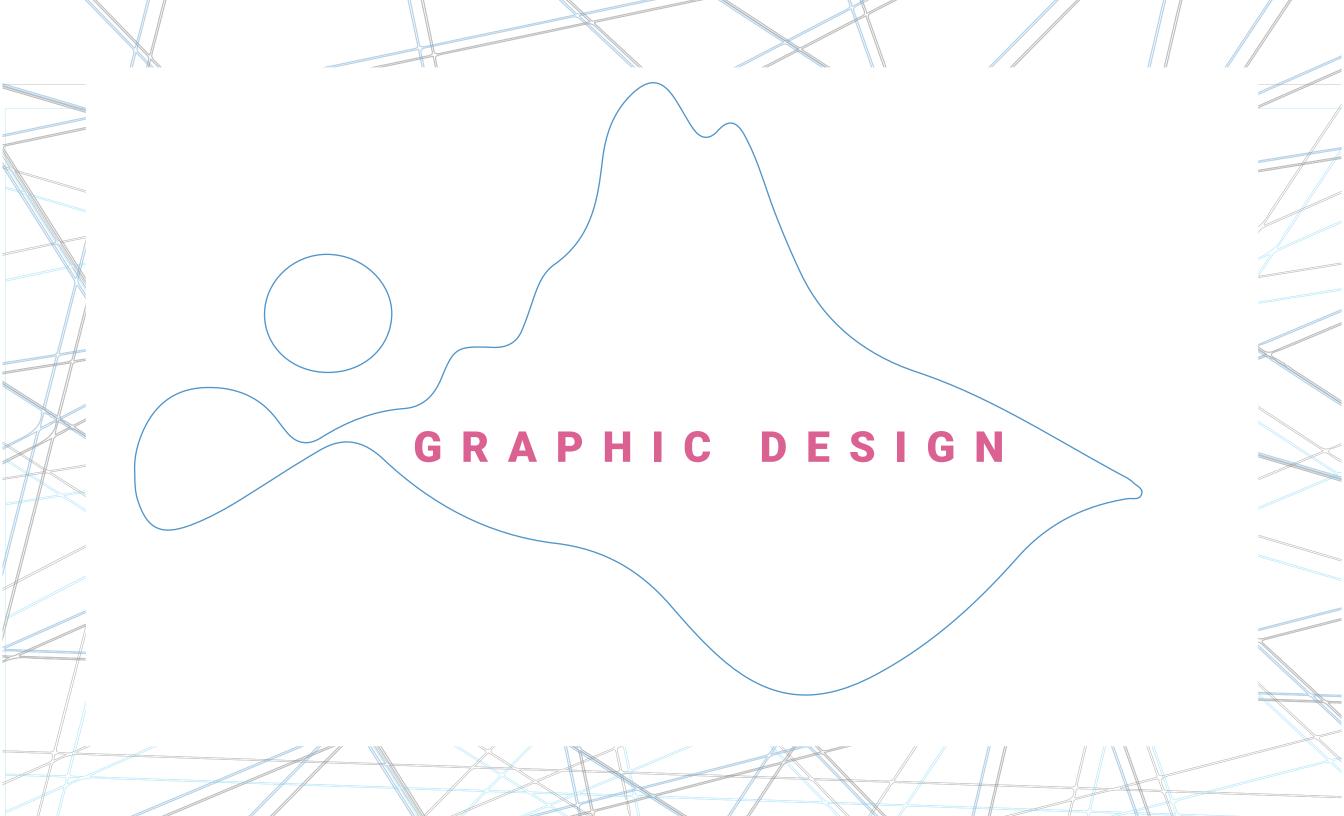
Winner of the Blood & Guts best production design award





Signal / Production Designer





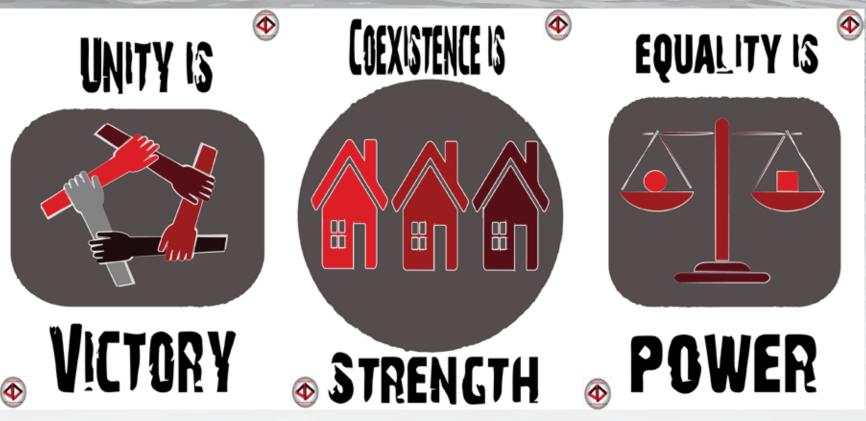


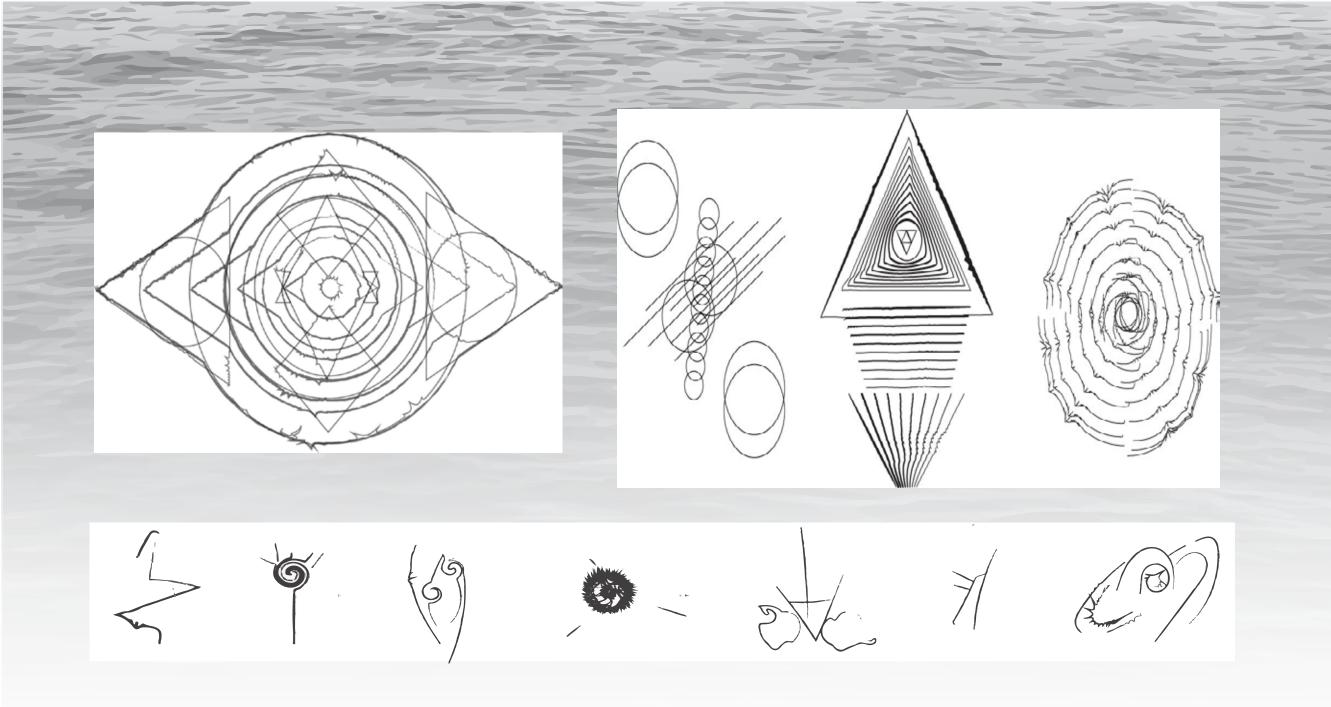






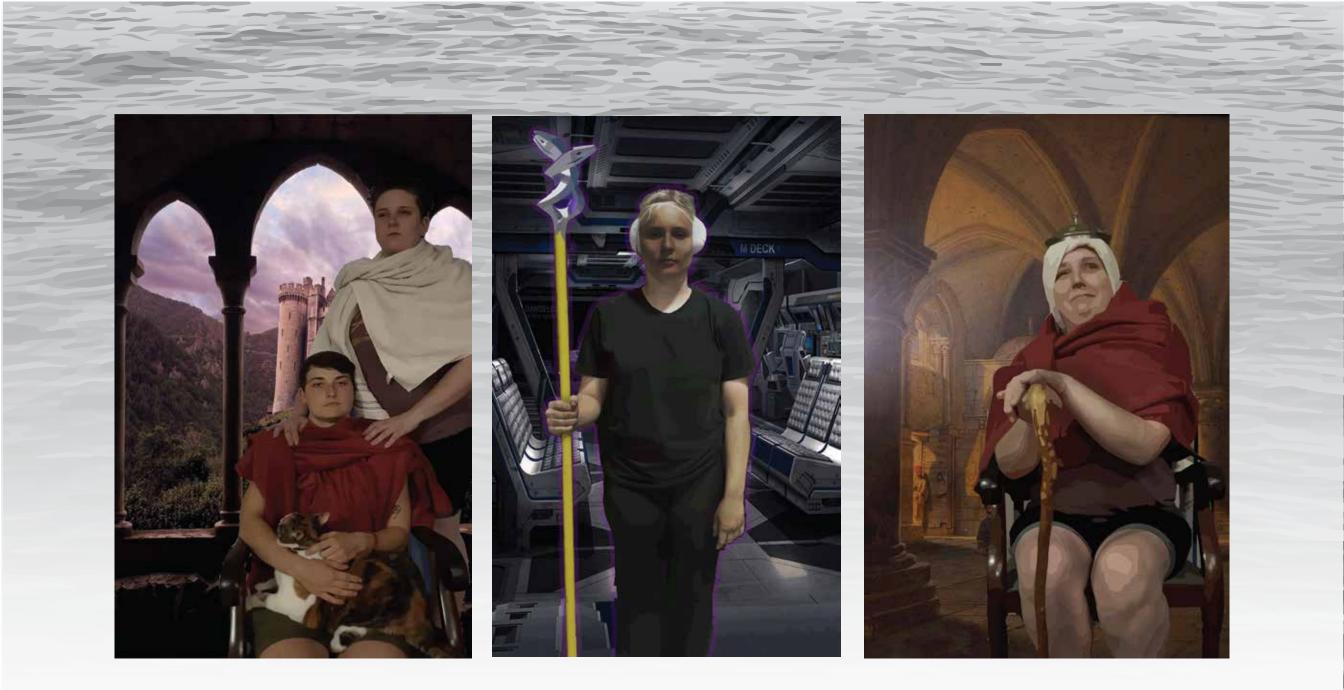






Signal / Production Designer

Graphics developed for "The Fellowship", a fictional cult in the cosmic thriller "Signal". The Fellowship is an extreme and repressive following with a cosmic deity. The above symbols are inspired by hieroglyphics and black holes



Biannal Meeting of the Owners of the World / **Graphic Designer**Satirical science-fiction drama. The above pictures are of historical royal figures.





LEFT: A parody harlequin romance novel book cover, depicting a heavily objectified man, made for a graphic prop assignment. RIGHT: Concept poster for "Agateophobia", an experimental dance short



The Fountain / Production Design Concept assignment

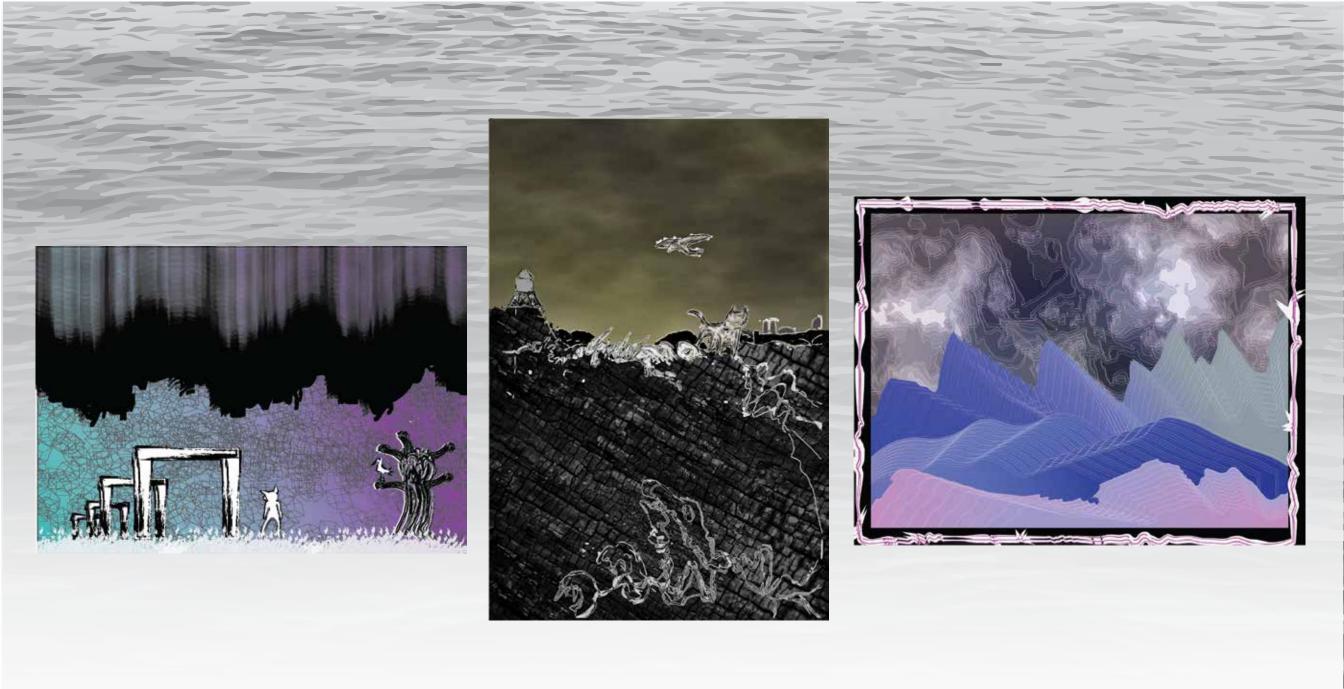
The Fountain is a short film script about a drinking fountain that causes children to instantly become adults. The protagonist is a young boy who drinks from the fountain to impress a romatic interest. I interpreted the story as a commentary on societal pressures to mature and take on adult gender roles. Since the story takes place in the 1950's, I reimagined the drinking fountain as a retro soda machine with heavily gender normative marketing to reflect the role of society in the boy's desires.

TOP LEFT: Design Influence BOTTOM LEFT: Scale design drawing RIGHT: Sketch-up model





Acrylic on canvas paintings.
I've been experimenting with abstract/ surreal painting, bold colours and reimagining animals as humanlike or divine figures



Digital art created on Adobe Illustrator I experiment with blends, pattern brushes, line-work, warping and wrinkling paths, and vectorizing my own drawigs.