
LANGUAGES & SKILLS

Tri-lingual - English, Bulgarian & Conversational French

GRAPHIC DESIGN

HTML/CSS DEVELOPMENT

MOTION DESIGN

SHOPIFY DEVELOPMENT

INTERACTIVE DESIGN

WORDPRESS DEVELOPMENT

VIDEO EDITING

ECCOMMERS INTAGRATION

UX DESIGN

PROJECT MANAGMENT

EDUCATION

2008

JUXT INTERACTIVE INTERNSHIP

3 Month Work Placement as a Junior Flash Animator & Asset Developer.

2008

ALGONQUIN COLLEGE, School of Media & Design.

Diploma in Graphic Design, with a Multi-media Concentration.

2005

CANTERBURY, Second Art School.

Graduated with Honours and David McGuinty Graduation Award.

WORK EXPERIENCE

2011 - 2020

ELECTRIC MEDIALAND - ORIGIN HOUSE

Having worked in the industry for over ten years, I have had the privilege of working alongside professionals who have assisted me in enhancing my client relations and creative problem solving skills. This has allowed me to become a more efficient designer and has taught me the importance of collaboration within a team as well as working independently to best meet the needs of our clients. When Origin House acquired Electric Medialand, we grew from a small studio, to a large corporation. Working in a corp. taught me the importance of having a whatever-it-takes attitude, and learning new skillsets along the way.

2011

CROWDWAVE

CrowdWave is a mass-participation, interactive game platform for arenas and stadiums. CrowdWave's experienced team helped me understand and harness the power of user engagement through the use of games. In my role as flash animator and motion designer, I assisted in the asset development of their games, allowing me to take a wireframe and give it life through video or flash animation. Working at CrowdWave allowed me the opportunity see the benefits of working in-house, such as being able to focus on details without budget constrains and being afforded more time to refine a project. A design agency is more apt to complete a project efficiently and move on to the next one, as there are more established timelines and budget restrictions.

2008 - 2010

ATOMIC MOTION

My first official role in the design industry was at Atomic Motion. Because Atomic Motion was a small studio, I had the opportunity to take on a role that allowed much more flexibility than a typical graphic design position. In working directly with clients, without a project manager, I needed to ensure client satisfaction by maintaining timelines, establishing and meeting client criteria, communicating efficiently and effectively with the client and other team members, and keeping up-to-date with new design tools.