

WILLAM HALL

WILLIAMHALL.COM
WHALL@RYERSON.CA

SKILLS

- Efficient time management in coordinating multiple projects
- Creative problem solving in diverse complex environments
- Demonstrated interpersonal and customer service skills
- Multimedia production: Installation pieces, video production, photography, graphics

EDUCATION

Master of Digital Media Candidate, Ryerson University 2017 (Expected)

- Recipient of Ontario Graduate Scholarship
- Individual focus of designing tangible digital interactions for pre-adolescent play

Honours BFA New Media, School of Image Arts, Ryerson University 2016

- Specialization in Transmedia
- Ryerson Student Scholar
- Dean's List, Faculty of Communication and Design: 2014, 2015, 2016

TECHNICAL CAPABILITIES

- Rapid Iterative Prototyping (3D printing, lasercutting, digital prototyping tools)
- Production of Interactive Interfaces using Processing, Arduino, and various sensors
- UI Design and Front-End Web Development (HTML, CSS, Javascript)
- Social Media Development and Analysis
- Adobe CS, Final Cut Pro, MS Office

WORK EXPERIENCE

Installation Designer, *Thymio Robot Playground* 2016

- Designed and constructed installation of Mobsya Association's Thymio in TIFF digiPlaySpace
- Setup and lead screen-based demonstrations teaching children to program robotics
- Assisted with on-site repairs throughout seven week installation
- Selected by The Globe and Mail as "The Big Winner" of the gallery

digiPlayspace Facilitator, TIFF Kids**2015 - 2016**

- Explained digital interactive art pieces to visitors, and ensured proper usage
- Guided school groups through the exhibition while ensuring safety of visitors and artwork
- Supervised the gallery space and performed troubleshooting of the digital tools

Project Assistant, *Forest*, Micah Scott for TIFF Kids digiPlaySpace**2015**

- Tested, adjusted, and installed LEDs into an interactive installation
- Soldered and wired inner functionality
- Managed, edited, and adapted files for CAD milling machine
- Assisted with on-site repairs after six week installation

Media Manager, DEMHUB**2015 - 2016**

- Developed media plan and managed social media
- Analyzed data from media platforms
- Researched the Disaster Management industry's usage of various platforms
- Produced graphic work to create supporting assets

Director, Technology Camps, Upper Canada College Summer Camps**2014**

- Leader of 3 camps: ArtTech, GameTech, and KidTech
- Relied upon for the safety of 62 children ranging from ages 4 to 14
- Managed hiring, scheduling, development, and evaluation of 14 staff members
- Responsible for budgeting, purchasing, and inventory
- Designed age appropriate technology related curricula catering to all learning abilities
- Resolved conflicts presented by children, parents, and staff members
- Led individual and group lessons in various 2D and 3D software

RELEVANT COURSEWORK**Interactive Installations:**

- Harmony (2015)
- Hectic//Manic//Renewed (2015)
- Mountain Climber ExcerGame (2014)
- SuperGeek Augmented Kinect (2014)
- Galactic Destroyer II (2013)

- Projection Mapping 1.0 (2013)
- Text as Image (2012)

UX/UI Design

- ClarityUX (2015)
- WarfareSquare (2014)
- BrainyBytes (2013)

Research

- Thesis: Making the Invisible Visible: Transparency in Private Sector Use of Individual's Data (2016, unpublished)
- RE/Portal: Retroactively Mounting Automated Navigation Tools on Preexisting Mobile Telepresence Devices. Ryerson SynLab (2016, unpublished)