

(226) 922-1552  
contact@aaroncampbell.xyz  
https://aaroncampbell.xyz

# Aaron S. Campbell

With a background in Psychology from Wilfrid Laurier University and Interaction Design from Sheridan College, I am a multi-disciplinary designer & technologist specializing in implementing new technologies to solve challenges and create artistic demonstrations with skills in: research, user experience (UX), critical thinking, and design principles.

## Employment History

### **Contractor**, Toronto, various — Interactive Design and Multimedia Systems

April 2018 - PRESENT

- Designing and programming interactive installations with a focus on User Experience (UX)
- Programming and developing bespoke multimedia systems, networking, lighting protocols, broadcast, and physical computing

### **Scotiabank**, Hamilton, various— Customer Representative

June 2007 - September 2016

- Processed customer transactions promptly, minimizing wait times
- Learned about customer's financial needs, established trust, and optimized sales opportunities resulting in quality customer service

### **The Salvation Army**, Hamilton— Residential Counsellor

July 2013 - August 2015

- Addressed behavioral and emotional needs of residents through activities and interventions, increasing resident socialization, interpersonal, and social skills.

## Education

Sheridan College, Oakville— Hon. Bachelors of Interactive Design  
September 2016 - TBC

Wilfrid Laurier University, Waterloo  
— Bachelors of Arts  
September 2007 - May 2013

## Skills

- User Experience Design (UX)
- Prototyping
- Research
- Product Design
- Analytical thinking
- Creative Problem Solving
- Physical Computing
- Networking | Node
- Blockchain | Web3
- Computer hardware and assembly
- Adobe Creative Suite
- Figma
- MS Office
- TouchDesigner

## Projects

### Elevate Toronto — NFT Gallery

Systems Design, Integration and Maintenance • Contracted to program and operate by Inframe Designs for the Elevate Tech Conference in Toronto, ON

### CBC's New Years Eve Broadcast — Remote Audience Integration & Operation

Contracted by InFrame and Insight Productions to implement and operate the remote-audience system used from previous shows for the 2022 New Year's Broadcast

### Junos — Remote Audience Integration & Operation

Contracted to program and operate by Inframe Designs. Programmed and integrated the remote audience system

### Battle of the Blades— Remote Audience Integration & Operation

Contracted to program and operate by Inframe Designs. Designed, tested, developed low-latency video connection on private servers. Operations during show-run

### Winter Solstice, Hamilton Arts — Contributing Artist

Created a hologram by projecting on transparent material, a Microsoft Kinect camera, and Touchdesigner.

### Nuit Blanche— Design and Programming LEDs

Assisted with the production of Nucleus by Urban Visuals. • Created a Touchdesigner set that mapped customizable patterns to addressable LEDs.

### Close Talker 3D Audio Tour— Live Reactive Visuals

Worked directly with the bands Teen Ravine (Royal Mountain Records) and Close Talker (Slow Weather)  
• Created a fully customized accompanying visual performance with Touchdesigner using the audio feed from the set

### Hacking Health Toronto— Finalist (2nd)

Worked as a part of a team of three with classmates from Sheridan to design a social platform for Arthritis Society. The product was a finalist in the Hacking Health competition in Toronto