



Profile

I am an interdisciplinary researcher and creative practitioner working at the intersection of Human-Computer Interaction, extended reality, and performance. I develop XR systems that support collaborative, experiential, and applied forms of interaction across both creative and real-world contexts. My work investigates how embodied practices from theatre and actor training can inform the design of interactive systems, with a focus on presence, co-presence, and meaning-making in immersive environments. Through a combination of research-through-practice, system development, and user studies, I develop frameworks and tools that bridge artistic practice and human-centred computing. Holding a PhD in Computational Media Design and an MFA in Theatre Directing, I bring a practice-driven approach to research and teaching, using embodied and studio-based methods to design interactive systems that are both technically rigorous and deeply attuned to human experience.

Education

Ph.D. Computational Media Design

Sep 2017 - May 2024

University of Calgary, Faculty of Science

Supervisors: Prof. Patrick Finn & Prof. Ehud Sharlin

Dissertation: Virtual Rehearsal Suite: Drama and Performance Approaches for VR and Human-Computer Interaction

MFA Directing

Sep 2017 - June 2019

University of Calgary, School of Creative and Performing Arts

Supervisor: Prof. Christine Brubaker

Thesis: Life Machine: 21st Century Approaches to Sophie Treadwell's *MACHINAL*,

Pre-Thesis: *Trafford Tanzi*: Feminist Fight Play and Punk Rock Pantomime

B.A. Arts and Culture Specialist: Theatre and Performance Studies

Sep 2010 - Apr 2016

University of Toronto: Scarborough Campus

Department of Arts, Culture, and Media

Senior Thesis: Professional Wrestling and the Pop-Culture Zeitgeist: Pro-Wrestling as the World's Most Subversive Art Form

Professional Appointments

Provost's Interdisciplinary Postdoctoral Fellow

University of Waterloo
Cheriton School of
Computer Science |
Communication Arts:
Theatre and
Performance
Exii Research Group,
HCI Lab

Interdisciplinary postdoctoral fellowship bridging Human-Computer Interaction, immersive technologies, and performance practice. Produced 8 publications and one mixed reality play within a two-year appointment.

Supervisors: Prof. Andrew Huston, Prof. Dan Vogel, & Prof. Craig S. Kaplan

- Conduct research at the intersection of VR/XR, embodied interaction, and theatre/performance methodologies.
- Develop and evaluate practice-based and mixed-methods research frameworks for immersive and interactive technologies.
- Lead creative-research projects exploring virtual performance, rehearsal in VR, and HCI design.
- Collaborate across Computer Science and Theatre & Performance on grant development, publications, and student mentorship.

July 2024 – Present

- Contribute to teaching, guest lectures, and supervision of undergraduate and graduate researchers in HCI and digital performance.

**Co-Supervisor /
Research Associate**
University of Calgary
School of Computer
Science |
Computational Media
Design

May 2024 – Present

Interactions Lab (iLab), uTouch Lab

Co-supervise student researchers and contribute to interdisciplinary HCI and immersive technology projects that integrate embodied, performance-informed methods with interactive system design. Support collaborative research, publications, and lab initiatives across computer science, design, and creative practice.

- Mentor undergraduate and graduate students in research design, prototyping, and ethics protocols
- Contribute to grant writing, publications, and project development in HCI/XR and digital media
- Assist with design and evaluation of VR/AR, social XR, and interactive system prototypes
- Facilitate workshops, guest lectures, and cross-lab research coordination

Sessional Lecturer
University of Waterloo
Theatre and
Performance Program
**Department of
Communication Arts**

Jan – Apr 2026

THPERF 307/317/407: Production Participation Acting / Directing (Studio)

Led directing and assistant directing training through a rehearsal-as-research approach linking studio practice to performance.

- Co-designed and instructed the assistant directing stream within a production-integrated course.
- Guided students through core directing practices, including script analysis, staging, composition, and rehearsal leadership.
- Mentored assistant directors in supporting rehearsal processes, documentation, and communication across creative teams.
- Facilitated rehearsal-room pedagogy rooted in collaborative creation, ensemble work, and applied performance techniques.

Sessional Lecturer
University of Waterloo
David R. Cheriton
**School of Computer
Science**

Sep – Dec 2025

CS 449/649: Human Computer Interaction (2 Sections - Lecture)

Taught senior undergraduate/graduate HCI, covering core theories, methods, and evaluation of interactive systems.

- Delivered lectures and studio-style labs on user-centred design, prototyping, and usability evaluation.
- Supervised team-based projects from research framing through high-fidelity interactive prototype.
- Mentored students in applying HCI methods to real-world problems.
- Designed and assessed assignments, presentations, and final project prototypes.

Sessional Lecturer
University of Calgary
**School of Creative
and Performing Arts**

Sep - Dec 2018
June 2018

DRAM 209: Introduction to Acting I (Studio)

Taught introductory undergraduate acting (~30 majors and non-majors per term) in a studio-based environment.

- Designed and delivered weekly classes introducing core acting techniques and rehearsal practices.
- Covered Viewpoints, script analysis, and Liz Lerman's Critical Response Process.
- Introduced foundational approaches, including Stanislavski, Chekhov, Hagen, Meisner, and Adler.
- Led studio explorations emphasizing ensemble work, embodiment, and text-based performance.

Publications

Journals

M. K. E. Friedel, **Z. McKendrick**, E. Sharlin and R. Suzuki, "PantographHaptics: A Technique for Large-Surface Passive Haptic Interactions using Pantograph Mechanisms," in IEEE Transactions on Visualization and Computer Graphics, vol. 31, no. 5, pp. 2736-2745, May 2025, doi: <https://doi.org/10.1109/TVCG.2025.3549869>

Fartook, Ori and **McKendrick, Zachary** and Oron-Gilad, Tal and Cauchard, Jessica R., It is Up to You: A Personal Robot's Expression of Emotional Support and Regulation Based on Their User's Emotions. Available at SSRN: <https://ssrn.com/abstract=4658176> or <http://dx.doi.org/10.2139/ssrn.4658176>

Conference Papers (Full Peer-Reviewed)

Liwei Wu, **Zachary McKendrick**, Jian Zhao. 2026. Stories for I, They and You: Exploring In-situ Virtual Camera Setups for Live Streaming in Virtual Reality. In Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems (CHI '25). Association for Computing Machinery, New York, NY, USA. DOI: <https://doi.org/10.1145/3772318.3790858>

Zachary McKendrick. 2026. Mask Work and Performance Techniques for VR Embodiment. In MOCO '26: Proceedings of the 10th International Conference on Movement and Computing (MOCO '26), April 23--25, 2026, Montpellier, France. ACM, New York, NY, USA 9 Pages. <https://doi.org/10.1145/3802842.3802875>

Zachary McKendrick, Yichen Lian, Ehud Sharlin. 2026. Don't Let Me Be Misunderstood: Guiding Acting Practice through Negative Robot Behaviour and Contextual Intentions. In *MOCO '26: Proceedings of the 10th International Conference on Movement and Computing (MOCO '26)*, April 23--25, 2026, Montpellier, France. ACM, New York, NY, USA, 13 pages. <https://doi.org/10.1145/3802842.3802843>

Yichen Lian, **Zachary McKendrick**, Ori Fartook, and Ehud Sharlin. 2026. A Bibliometric Analysis of Human-Robot Interaction Behaviour Research. In Proceedings of the 13th International Conference on Human-Agent Interaction (HAI '25). Association for Computing Machinery, New York, NY, USA, 302–311. <https://doi.org/10.1145/3765766.3765775>

Philippa Madill, Matthew Newton, Huanjun Zhao, Yichen Lian, **Zachary McKendrick**, Patrick Finn, Aditya Shekhar Nittala, and Ehud Sharlin. 2025. Playing with Robots: Performing Arts Techniques for Designing and Understanding Robot Group Movement. In Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25). Association for Computing Machinery, New York, NY, USA, Article 600, 1–20. <https://doi.org/10.1145/3706598.3713996>

Marcus K. E. Friedel, **Zachary McKendrick**, Ehud Sharlin, and Ryo Suzuki. 2025. PantographHaptics: A Technique for Large-Surface Passive Haptic Interactions using Pantograph Mechanisms. IEEE Transactions on Visualization and Computer Graphics 31, 5 (May 2025), 2736–2745. <https://doi.org/10.1109/TVCG.2025.3549869>

Zachary McKendrick, Lior Somin, Patrick Finn, and Ehud Sharlin. 2023. Virtual Rehearsal Suite: An Environment and Framework for Virtual Performance Practice. In Proceedings of the 2023 ACM International Conference on Interactive Media Experiences (IMX '23). Association for Computing Machinery, New York, NY, USA, 27–39. <https://doi.org/10.1145/3573381.3596158>

Zachary McKendrick, Ori Fartook, Patrick Finn, Ehud Sharlin, Jessica Cauchard. 2023. Waiting in the Wings: Drones in Live Performance. Graphics Interface (G.I.) Conference on Graphics, Visualization & HCI. Victoria, BC, Canada.

Lior Somin, **Zachary McKendrick**, Patrick Finn, and Ehud Sharlin. 2021. BreachMob: Detecting Vulnerabilities in Physical Environments Using Virtual Reality. In Proceedings of the 27th ACM Symposium on Virtual Reality Software and Technology (VRST '21). Association for Computing Machinery, New York, NY, USA, Article 18, 1–6. <https://doi.org/10.1145/3489849.3489883>

Noor Hammad, Owen Brierley, **Zachary McKendrick**, Sowmya Somanath, Patrick Finn, Jessica Hammer, and Ehud Sharlin. 2021. Homecoming: Exploring Returns to Long-Term Single Player Games. In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21). Association for Computing Machinery, New York, NY, USA, Article 116, 1–13. <https://doi.org/10.1145/3411764.3445357>

Conference Workshops

Owen Brierley, **Zachary McKendrick**, Loic Cremer, Ehud Sharlin, and Patrick Finn. 2022. A Protocol for Improving XR and Game Performance. In Adjunct Publication of the 24th International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI '22). Association for Computing Machinery, New York, NY, USA, Article 10, 1–3. <https://doi.org/10.1145/3528575.3551433>

Conference Demos

Zachary McKendrick, Lior Somin, Patrick Finn, and Ehud Sharlin. Inside BreachMob: Detecting Vulnerabilities in Physical Environments Using Virtual Reality. June 2022. The Israeli Human-Computer Interaction Conference (IsraHCI). University of Haifa, Haifa, Israel.

Project Consultation

Frederike Jung, Jonah-Noël Kaiser, Kai Von Holdt, Wilko Heuten, and Jochen Meyer. 2023. The Art of Privacy – A Theatrical Privacy Installation in Virtual Reality. In Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23). Association for Computing Machinery, New York, NY, USA, Article 473, 1–5.

Teaching Experience – TA

Supported undergraduate teaching across lecture and studio courses in directing, theatre history, dramaturgy, and technical production. Responsibilities included tutorial facilitation, guest lecturing, assignment design and grading, student mentorship, and rehearsal-based instruction. Delivered independent lectures and workshops bridging theatre practice, performance theory, and contemporary cultural forms.

University of Calgary
**Department of
Computer Science**

DATA 201: Thinking with Data

Led weekly tutorials for approximately 80 undergraduate non-major students in an introductory Data Science and Computer Science course designed to build computational literacy and data-informed reasoning. Helped bridge conceptual understanding between mathematical foundations and practical data applications.

Sep – Dec 2023
Sep – Dec 2022
Jan – Apr 2022

- Designed and facilitated tutorial sessions reinforcing core concepts in data analysis, visualization, statistical reasoning, and computational thinking.
- Guided students through hands-on exercises using data tools and introductory programming workflows.

- Supported learners from diverse disciplinary backgrounds in developing quantitative confidence and technical fluency.
- Held office hours to assist with assignments, debugging, and conceptual clarification.
- Graded assignments and provided detailed formative feedback on data interpretation, analytical reasoning, and code structure.

University of Calgary
**School of Creative
 and Performing
 Arts**

Sep – Dec 2021

DRAM 205: Story (Lecture)

Guest Lecture: Professional Wrestling and Modern Mythology

- Designed and delivered a lecture on professional wrestling as contemporary mythmaking and serialized performance.
- Introduced narrative archetypes, kayfabe, and character construction within long-form storytelling.
- Linked wrestling to mythic structure, melodrama, and transmedia narrative.
- Led discussion on popular culture as a site of performance analysis.
- Assisted with grading written narrative and performance analyses.
- Maintained D2L course website

University of Calgary
**School of Creative
 and Performing
 Arts**

Jan – Apr 2019

DRAM 223A: Introduction to Technical Theatre (Studio)

Supported studio-based instruction in technical theatre, emphasizing safe, collaborative, and professional production practices. Assisted in mentoring students through hands-on stagecraft and backstage workflows.

- Supervised scenic construction, lighting fundamentals, props work, and safe tool use
- Reinforced rehearsal etiquette and professional production protocols
- Mentored students on collaboration across design, stage management, and performance roles
- Assisted with shop supervision and practical skills assessment

University of Calgary
**School of Creative
 and Performing
 Arts**

Sep – Dec 2018

DRAM 212: Introduction to Directing II (Studio)

Guest Lecture Taught: Approaches to Genre

Guest Lecture Taught: The Director's Vision, communicating with creative collaborators

- Taught genre as a directing framework, exploring realism, expressionism, heightened theatricality, and hybrid forms.
- Led workshops on developing and articulating a director's vision across departments
- Facilitated scene study rehearsals and provided feedback on staging, composition, and actor direction.
- Evaluated directing assignments and reflective writing.

University of Calgary
**School of Creative
 and Performing
 Arts**

Jan – Apr 2018

DRAM 211: Introduction to Directing I (Studio)

Guest Lecture Taught: Developing a concept and pitching a play

- Designed and delivered a lecture on concept development, visual research, and production dramaturgy.
- Taught practical strategies for pitching a directing vision to collaborators and faculty panels.
- Provided coaching on rehearsal planning, blocking fundamentals, and actor communication.
- Supported in-class directing labs and peer feedback sessions.

- Assisted with grading, directing proposals, and rehearsal journals.

University of Calgary
**School of Creative
and Performing
Arts**

Sep – Dec 2017

DRAM 242: Introduction to Theatre (Lecture)

Guest Lecture Taught: Angels in America to The Laramie Project Social Justice Theatre of the late 20th Century

Guest Lecture Taught: Quem quaeritis?: Everyman and Medieval Morality Plays.

- Delivered lectures connecting historical theatre traditions to contemporary social and political performance.
- Framed late-20th-century documentary and activist theatre within broader dramaturgical lineages.
- Introduced students to medieval performance traditions, liturgical drama, and morality play structures.
- Emphasized theatre as a tool for ethical inquiry, civic engagement, and cultural reflection.
- Led discussion sections and supported written exam and essay evaluation.

Student Supervision

Master's Students Co-Advised

University of Calgary
**School of Computer
Science**

Yichen Yen
“*Social Robot Group Performance and Behaviour*”
Prof. Aditya Shekhar Nittala (UCalgary)
Prof. Ehud Sharlin (UCalgary)

May 2024 – Jan 2025

University of Calgary
**School of Computer
Science**

Huann Jun
“*Social Robot Group Performance and Behaviour*”
Prof. Aditya Shekhar Nittala (UCalgary)
Prof. Ehud Sharlin (UCalgary)

May 2024 – Jan 2025

University of Calgary
**School of Computer
Science**

Matthew Newton
“*Social Robot Group Performance and Behaviour*”
Prof. Aditya Shekhar Nittala (UCalgary)
Prof. Ehud Sharlin (UCalgary)

May 2024 – Jan 2025

University of Calgary
**School of Computer
Science**

Mathilda Collins
“*Controllable Qualities of Digital Safe Spaces*”
Prof. Helen Ai He (UCalgary)

Jan 2022 – Jan 2024

Undergraduate Students Advised

University of
Waterloo
**Theatre and
Performance |
Communication Arts**

Olivia Russel
Assistant Director of In Real Life on *The Nether* by Jennifer Haley

Jan – Mar 2026

University of
Waterloo
**Theatre and
Performance |
Communication Arts**

Lex Podrats
Assistant Director of Virtual Reality on *The Nether* by Jennifer Haley
Head of Video on *The Nether* by Jennifer Haley

Jan – Mar 2026

University of
Waterloo
**Faculty of
Engineering**

Andrew Guan, George Wan, Henry Xi, Leo Huang
SE490/491 Software Engineering Capstone Project: Patch
Patch is an AI-driven browser extension that detects and flags dark patterns in real time. Beyond simply warning users, **Patch** dynamically analyzes webpage structures and modifies deceptive interfaces into more transparent and user-friendly alternatives within the HTML.

Jan – Mar 2026

University of
Waterloo
**Faculty of
Engineering**

Lauren Rowe, Khushi Budhwar, Taran Gill
SE490/491 Software Engineering Capstone Project: Hey Nala! – AI Shopping Assistant
Hey Nala! is a virtual AI sales assistant that can engage customers on e-commerce sites, offering tailored recommendations, answering product questions, and guiding customers through their buying journey.

Jan – Mar 2026

Undergraduate Students Co-Advised

University of Calgary
**School of Computer
Science**

Phillipa Madill
“Social Robot Group Performance and Behaviour”
Co-Advised with Drs. Aditya Shekhar Nittala (UCalgary) and Ehud Sharlin (UCalgary)

May 2024 – Aug 2025

University of Calgary
**School of Computer
Science**

Matthew Newton
“Social Robot Group Performance and Behaviour”
Co-Advised with Drs. Aditya Shekhar Nittala (UCalgary) and Ehud Sharlin (UCalgary)

May 2024 – Aug 2025

University of Calgary
**School of Computer
Science**

Lior Somin
“BreachMob: Detecting Vulnerabilities in Physical Environments Using Virtual Reality”
Co-Advised with Drs. Ehud Sharlin (UCalgary) and Patrick Finn (UCalgary)

Jan 2020 – Dec 2021

University of Calgary
**School of Computer
Science**

Noor Hammad
“Homecoming: Exploring Returns to Long-Term Single Player Games”
Co-Advised with Drs. Ehud Sharlin (UCalgary), Patrick Finn (UCalgary), and Sowmya Somanath (University of Victoria)

Apr 2020 – Aug 2020

Invited Research Talks

2026

05/01 Le centre Inria de l'Université de Lille, France
Theatre, Performance, and Embodiment: Digital Dramaturgy Practices for HCI.

2025

06/09 Carleton University, Ottawa, Canada
Drama and Performance Approaches to Human-Computer Interaction Research.

06/06 Festival of Live Digital Art (FoLDA)
The Virtual Rehearsal Suite: Using V.R. to Support Live Performance Practice

27/03 Kingston University London, England
Creative Practice and Art as Research in Computer Science.

23/03 University of Staffordshire, Stoke-on-Trent, England
Drama and Performance Approaches to Human-Computer Interaction Research.

21/03 University of Edinburgh, Scotland
Drama and Performance Approaches to Human-Computer Interaction Research.

19/03 University of York, England
Drama and Performance Approaches to Human-Computer Interaction Research.

13/03 Le centre Inria de l'Université de Lille, France
Drama and Performance Approaches to Human-Computer Interaction Research.

2024

15/06 University of Victoria, Victoria, BC, Canada
Drama and Performance Approaches to Human-Computer Interaction Research.

2023

18/06 Ecole Nationale de l'Aviation Civile (ENAC), Toulouse, France
Drama and Performance Approaches to Human-Computer Interaction Research

18/06 Institut de Recherche en Informatique de Toulouse (IRIT), Toulouse, France
Drama and Performance Approaches to Human-Computer Interaction Research

16/06 LAAS-CNRS, Toulouse, France

Drama and Performance Approaches to Human-Computer Interaction Research

14/06 Saarland University, Saarbrücken, Germany
Drama and Performance Approaches to Human-Computer Interaction Research

2022

29/08 University of Oldenburg, Oldenburg, Germany
The Virtual Rehearsal Suite: Using V.R. to Support Live Performance Practice

22/08 University of Primorska, Koper, Slovenia
The Virtual Rehearsal Suite: Using V.R. to Support Live Performance Practice

Honours and Awards

University of Calgary
2022/2023 **Computational Media Design Graduate Assistant Teaching Award**
DATA 201 – Thinking with Data
Recognition of outstanding achievement as a Teaching Assistant within both Computational Media Design and the School of Creative and Performing Arts
Teaching Assistant for an introductory data visualization course for non-majors. I was responsible for teaching and grading assignments for four classes each week, with approximately 40 students in each class.

University of Calgary
2022/2023 **Alberta Graduate Excellence Scholarship (\$ 10, 000)**
Supported Virtual Rehearsal Suite research and development collaborations between Canadian performance artists and HCI researchers.

University of Calgary
2022/2023 **Mitacs Globalink Research Award (\$ 6 000)**
International Research Associate w/ prof. Jessica Cauchard (Magielab)
The Mitacs Globalink Research Award (GRA) research collaboration between the University of Calgary (Calgary, AB) and Ben Gurion University of the Negev (Be'er Sheva, Israel). Six months of investigating the deployment and potential use cases of drones and UAVs in live performance scenarios.

University of Calgary
2021/2022 **Computational Media Design Teaching Assistantship Award**
University of Calgary, DRAM 215 – Introduction to Story
Recognition of outstanding achievement as a Teaching Assistant within both Computational Media Design and the School of Creative and Performing Arts

University of Calgary
2021/2022 **Alberta Graduate Excellence Scholarship (\$ 15 000)**
Recognized for outstanding academic achievement in the first year of my Ph.D.

University of Calgary
2018 **Transformative Talent Internship (\$ 6, 000)**
The Shaw Theatre Festival, Niagara on the Lake, ON

Four-month professional development internship as Assistant Director on a live theatre production of Lewis Carroll's *A Horse and His Boy* with director Christine Brubaker.

University of Toronto
Scarborough Campus
2014

Leigh Lee Browne Theatre Outstanding Achievement in Drama

The Association of
Community Theatre –
Central Ontario
2012/2013

ACT-CO Best Leading Male: Drama
Starbuck
The Rain Maker

Academic Service
Symposium Director

The Nether
Symposium
Communication Arts |
Theatre and
Performance
University of
Waterloo

Conceived and led an interdisciplinary symposium exploring the ethical and experiential dimensions of immersive technologies, held in conjunction with a hybrid VR-theatre production of *The Nether*. Brought together researchers, artists, and technologists through talks and roundtables, positioning performance as a site of knowledge mobilization and public engagement in HCI and digital media.

Mar 2026

Program Director

RUN CMD 2023
University of Calgary
Kananaskis, Alberta,
Canada
Apr 2023

Designed and led a three-day intensive professional development program for 20+ graduate students, focused on academic, professional, and personal skill-building within interdisciplinary research contexts. Oversaw all aspects of program development and delivery, including curriculum design, speaker coordination, scheduling, and full logistical planning (travel, accommodation, and meals). Facilitated workshops and structured programming that supported student growth in research communication, collaboration, and career development.

Adjudicator

GRADflix: 60 Second
Thesis Competition
University of
Waterloo
ON, Canada
Feb 2026

Invited to be one of three judges for UWaterloo's GRADflix competition. GRADflix is a video competition for graduate students in which participants create a video, moving slideshow, or animation of no more than 60 seconds (one minute) that describes their research to a non-specialized audience. Submissions were graded on Communication, Creativity, and technical quality of their submissions.

Peer-Reviewed Articles for

2026

Graphics Interface (GI)

2026

International Journal of Human-Computer Interaction

2024 - 2026

Association for Computing Machinery Conference on Human Factors in Computing Systems (ACM CHI)

2023 - 2024

IEEE International Symposium on Mixed and Augmented Reality (ISMAR)

2023 - 2026	ACM Conference on Human Factors in Computing Systems (ACM CHI) Late Breaking Work
2022 - 2026	IEEE International Symposium on Mixed and Augmented Reality (ISMAR)
2024	The ACM International Conference on Interactive Media Experiences (IMX)
2023	The ACM Conference on Human Factors in Computing Systems (ALT.CHI)
Senior Project Adjudicator	
Jan 2023	Ben Gurion University of the Negev, Israel and The University of Primorska
Jun 2022	Acted as an adjudicator, giving feedback on undergraduate thesis projects presented by students collaborating internationally.

Interaction Design and Performance Consultant

Oldenburg, Germany	The Art of Privacy
2023	

Professional Movement Training

Banff Centre for the Arts, AB	Intimacy Direction for Film and Stage Workshop Intimacy Directors International
Nov 2018	

Calgary, AB	Actor Combatant Knight Fights/Fight Directors Canada
Jun - Aug 2018	

Cambridge, ON	Professional Wrestling Training Tri-City Wrestling
Jun 2014 – Jun 2015	

Playa Del Carmen México	Lucha Libre (Mexican Wrestling Training)
Apr - May 2014	

Bradford, ON	Professional Wrestling Training Figure 4 University
Cambridge, ON	
2008 - 2009	

Community Engagement

King City Library	Virtual Reality Technology Consultant
King City, ON	Worked with King City Library employees to develop an infrastructure to support and integrate V.R. technology into the existing maker space. Consulted on purchasing V.R. headsets, applications and potential programming for widespread public use and accessibility.
Nov 2021	

William D. Pratt	Performance Coach
Middle School	Collaborated with drama teachers and Indigenous community members to provide performance coaching to middle school students for the performance of <i>Ksitsitsikoom</i> .
Calgary, AB	
Sep 2018 – Mar 2019	

Derailed: Beyond 3:30	Drama Instructor/Performance Coordinator
Toronto District School Board	Provided basic drama training, performance experience and a safe place for students to learn after regular school hours. Created lesson plans, coordinated with instructors

Oct 2014 - Jun 2015 running consecutive programs and taught groups of five to fifteen kids per lesson. The program culminated with a student-created performance at Theatre Passe-Muraille (Toronto, ON).

Directing Credits

Director

2026	The Nether	The University of Waterloo	Waterloo, ON
2019	Machinal	The University of Calgary	Calgary, AB
2018	#UNI	The University of Calgary	Calgary, AB
2018	Paul is Not a Penguin	WagonStage	Calgary, AB
2018	Trafford Tanzi	SCPA Alchemy Festival	Calgary, AB
2016	#TheDonnellyProject2016	Tarragon Theatre/ Scarborough Arts/TDSB	Toronto, ON
2016	Sucker	Leigh Lee Browne Theatre	Toronto, ON
2014	She Kills Monsters	Red Sandcastle	Toronto, ON
2013	Kiss Me Outside The Box	Leigh Lee Browne Theatre	Toronto, ON
2012	Closer	Leigh Lee Browne Theatre	Toronto, ON
2009	Seven Stories	Flato Markham Theatre	Markham, ON

Assistant Director

2019	The Horse and His Boy	SHAW Theatre Festival	Dir Christine Brubaker
2018	antigone lives!*	University of Calgary	Dir Christine Brubaker
2018	Eugene Onegin	Calgary Opera Company	Dir Tom Diamond
2016	Perfect Wedding	Stephenville Theatre Fest	Dir Thom Curry
2016	Dirty Rotten Scoundrels	Stephenville Theatre Fest	Dir Thom Curry
2014	The Crucible	Leigh Lee Browne Theatre	Dir Paula Spurdakos
2013	The Women of Troy	Leigh Lee Browne Theatre	Dir Paula Spurdakos

Performance Credits

Virtual Reality

2026	The Nether	The University of Waterloo	Waterloo, ON
2020	Secretary	PARA: Immersive VR Experience	TenderClaws

Theatre

2018	Polynices	antigone lives!*	Dir Christine Brubaker
2017	Lamberto Laudisi	Absolutely! Perhaps?	Dir Paula Spurdakos
2017	E.D.	Inked Heart	Alumnae Theatre
2016	Clark/Prosecutor	The Resistible Rise Of Arturo UI	Dir Barry Freeman
2015	John Proctor	The Crucible	Dir Paula Spurdakos

Film & Television Credits

2020	Ghost (Biker) Joe	Haunted Hospitals	Ep. 304	Robin Bicknell
2020	Sam Laskowski	Unexpected Killer	Ep. 206	OHM Productions Inc.

2016 Dr. Dee

Sandman: 24 Hour Diner (Film)

Dog Catching
Frisbee Films