Lalaine Ulit-Destajo

Storyteller · Multimedia Content Creator · Technologist

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At heart, I am a storyteller. I desire to help tell compelling stories and spark awareness and curiosity across many mediums and platforms.

I have had the privilege to tell stories of individuals and multinational corporations to date. I've designed and created projects exhibited in museums, galleries & festivals around the world.

SKILLSET

- Video Editing
- Compositing (Video & Photo)
- Motion Graphics
- 3D animation
- Graphic Design
- Projection Design
- Videography
- Photography
- Web & Software development

SOFTWARE

- 14+ years of experience with the Adobe Creative Suite(Premiere, After Effects, Photoshop, Illustrator)
- 3D modelling & animation: Cinema 4D, Maya, Blender
- Programming Languages & Frameworks: c++, c#, Unity3D, html5, react, webgl

WORK EXPERIENCE

2016 - Present
Embreate — Toronto — Creative Developer.
Responsible for leading the technical aspects of all of Embreate's projects, including Web-series post-production, interactive installations, live-stream events, mobile applications and large format touch screen installations.

2018 - Present
Plai Factory — Toronto — Creative Developer.
Oversee the research and development of the technical features of Plai Factory's projects, including interactive installations, web experiences, mobile applications and large format touch screen installations.

Summer 2016
York University — Toronto — Digital Media Outreach Coordinator.
Devised and taught workshops on basic circuitry, programming concepts and game development to groups of 24 children(ages 9-14).

Summer 2015
York University — Toronto — Digital Media Research Assistant.
Investigated and developed ways heart rate monitors could track audience members' responses to a live performance.

2013-2016
York University — Toronto — Computer Lab Monitor.
Provided technical support to computer lab users and helped set up special events and exhibitions.

SELECTED PROJECTS & EXHIBITIONS

2022   **Future Now** — *Animation Web Series* — VFX & Motion Graphics Designer.

2021   **Gertie** - *Point and Click Escape Room Video Game* - Game Developer.
Lost and Found, Global Game Jam 2021.

        Beyond The Sea - *Relaxing Retro Social Simulation Video Game* - Game Developer.
#48 Ludum Dare Game Jam.

2020   **Are You Nuts** — *Animated Web Doc Series* — Video Editor.

        What If Kids — Animated Web Doc Series — Video Editor.

        Shadowpox: Stay At Home Edition — *Interactive Web Game* — Technical Director.

2019   **Wittle** — *Multimedia Animated Web Doc Series* — Video Editor & Game Developer.

        Man Hunt — *Interactive Installation* — Technical Director.
Nuit Rose. Toronto, ON

        BMO Women's Day Campaign — *Interactive Web Quiz* — Web Developer.

        Miracle Beneath the Heavens — *Museum Installation* — 3D Animation & Game Developer.
Magdalen Island Museum. Magdalen Islands, QC

2018   **Shadowpox** — *Interactive Art Installation & Game* — Technical Director & Developer.
‹Immune Nations› Exhibition. UNAIDS, Geneva, Switzerland
‹Immune Nations› Exhibition. Galleri KiT, Trondheim, Norway
Public Notice Exhibition. The Robert McLaughlin Gallery, Oshawa, ON

        Fedex Trade Show - *Interactive Display Table* - Developer.

2017   **Canada's Campfire** — *Animation Web Series* — Video Editor.

        High Five Joe Carter — *Mobile Arcade Baseball Game* - Game Developer.

        Don't Rock The Boat! — *Arcade Boat Video Game* - Game Developer.
#40 Ludum Dare Game Jam — "The more you have, the worse it is".

        Manulife Award Show — *Responsive Performance Visuals* — Technical Developer.

2016   **Korsi** — *Interactive Art Experience* — Sound Technician.
Scotiabank's Nuit Blanche Toronto, Maziart. Gardiner Museum Toronto, ON

        Encounter — *Interactive Art Installation* — Artist, 3D Animator & Developer.
Computational Beauty Exhibition. InterAccess Gallery, Toronto, ON
Level Up. Design Exchange, Toronto, ON

2016 **Chasing Stars**— *Artificial Intelligence Art Installation* — Artist & Developer.
Computational Beauty Exhibition. InterAccess Gallery, Toronto, ON

Blink — *Mixed Reality (AR & VR) Game* — 3D Modeller, Animator & Game Developer.
Leap Motion Game Jam.

2015 **Peep** — *Art Installation* — Software Developer.
Scotiabank's Nuit Blanche Toronto, Theatre Panik. Tiger of Sweden, Toronto, ON

Mexe — *Theatrical Production* — Lighting Designer.
SummerWorks Festival, Maziart. Toronto, ON

Impress: Visage — *Interactive Art Installation* — Creative Director & Developer.
Toronto 2015 Pan Am & Parapan Am Games @ York. York University, Toronto, ON

2014 **Faster Than Night** — *Theatrical Production* — Developer of an Audience Tweet Tracker.
Hatch Festival 2014, Digital BlackBox. Harbourfront Centre Studio Theatre, Toronto, ON

The Beggar's Opera — *Theatrical Production* — Interactive Projection Designer.
Theatre @ York. York University, Toronto, ON

2013 **A Midsummer Night's Dream** — *Theatrical Production* — Interactive Projection Designer.
Theatre @ York. York University, Toronto, ON

EDUCATION

2017 **Unity Certified Developer** — *Unity Technologies.* Certification ID: 201704UCD1916

2011 - 2016 **BA. Specialized Honours — Digital Media Arts** — *York University, Toronto, ON, Canada.*
This BA is a unique program that combines computational science with artistic practices that allow students to tailor the program to their creative interests. I focused intensely on creating and producing digital interactive arts (games, videos, websites, experiences) for various platforms(installations, projections, web and mobile).

AWARDS

2016 **Brazilian Ball Fine Arts Awards** — *York University, Toronto, ON, Canada.*
For interdisciplinary art practice

2011 **Valedictorian** — *Sir Sandford Fleming Academy, Toronto, ON*

Ontario Principal's Award — *Sir Sandford Fleming Academy, Toronto, ON*

2009 **Award of Merit — Stage Management** — 63rd Sears Drama Festival, Toronto, ON