

JACOB CRAM

ARTIST | DESIGNER | MAKER

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80 St Clair Ave W

Toronto, ON

BIOGRAPHY

Hello, I'm Jacob Cram, an artist, designer, and maker based in Toronto. I work across a wide range of fields, primarily focusing on Data Visualization, Web Design, UI/UX, and motion graphics. I've lead teams through the creation of new workflows, and have directed and produced a number of art exhibitions at both York University and OCAD University.

EXPERIENCE

Orange Gate Consulting 2017-2018
Motion Designer

Collaborated with both designers and other consultants in the production of in-house, and client video productions. Created a video production and animation workflow, and library of animations for both internal and external use.

OCAD University 2019-2020
Research Assistant - Public Visualization Lab

Worked alongside President Sara Diamond, and provided research assistance and data visualizations for the electric bus research and trial projects throughout Canada. This work was later published in HCI International 2021

Research Assistant - Where the Medicine Grows
Engaged with early stages of the project, attempting to find organic and respectful methods to document the oral traditions of medicine in indigenous communities in South America.

DF Open Show 2019
Exhibition Director
Curated, organized, and provided support for the exhibitors of the third installment of Digital Futures Open Show.

REFERENCES

Immony Men
Assitant Professor, OCAD University
i.men@faculty.ocadu.ca

Mark-David Hosale
Assitant Professor, York University
mdhosale@yorku.ca

EDUCATION

OCAD University 2015-2019
BDes in Digital Futures

Studied a range of practices, with main focuses on generative art, data visualization, and architecture. Served on a number of boards working to improve the program. Produced a thesis project exploring how Brutalism could be adapted into digital media, and was awarded the DF medal at GRADEX 104. This work was presented as a part of ISEA 2020, and published in the precedings, and was set to be shown at Long Winter in March 2020.

York University 2019-2021
MA in Digital Media

Studied a wide range of fields spanning artificial life, generative architecture, data visualization, and a range of documentary media formats. Produced an exhibition exploring how data visualization and generative art can be used in a documentary format. Continuing to work with the nD::StudioLab on a virtually collaborative project using web streaming.

SKILLS

TouchDesigner



After Effects



UI/UX Design (Various Applications)



Illustrator



Blender (3D Modelling + Rendering)

