

Education

B.Ed., Art Education — University of British Columbia

September 2013 – August 2014

- Recipient of the California Governor's Scholarship Award
- Development and delivery of technology-related tutorials

B.A., Visual Arts — University of British Columbia

September 2005 – December 2009

- Specialization in photography, film, and sculpture
- Recipient of the Go Global International Learning Award
- Production of short films for the 'I Like it in Theory' exhibition
- Display of photographs in the 'Facts and Fictions' exhibition

Skills

- Graphic design with Adobe's Creative Suite
- Web design with Wordpress and Joomla
- Advanced knowledge of HTML/CSS
- Drafting and woodwork
- Video editing and special effects
- Studio and on-site photography
- Videography and lighting techniques
- Darkroom operation and maintenance
- Large-format printer operation
- First Aid/CPR-C/AED-certified

Experience

Teacher on Call — School District #43 (Coquitlam)

October 2014 – Present

Specializing in multimedia and art education at the Secondary level. Teaching an array of subject areas at the Primary and Secondary levels on an on-call basis.

Owner — David Gilbar, Art & Design Education

February 2013 – Present

Private tutoring of graphic and web design, photography, and film to both youth and adults.

Photography Instructor — Canucks Autism Network

September 2012 – June 2014

Helping develop a curriculum and running an eight-to-twelve week photography program for youth with autism which covers the basics of photographic technique, composition, and study.

Counselor — Camp Goodtimes (Canadian Cancer Society)

July 2012 – August 2014

Ensuring the continuous safety, wellness and hygiene in a camp for children and teens surviving cancer, with participation spanning multiple week-long summer programs.

Design Instructor — BC Creative Center

September 2012 – September 2013

Working with secondary school students, teaching design theory, tutoring one-on-one, helping to develop student projects, providing academic advising, assisting in building student portfolios, and training with Adobe Suite software.

Graphic Designer — Beaty Biodiversity Museum

March 2010 – January 2012

Designing museum exhibits, building templates for an exhibition labeling system, detailed masking and image manipulation, design of a high volume of labels, sourcing and acquiring permission for images from contributing photographers, producing short films, curating museum programming, photographing the collections, filming for events, managing projects, overseeing an internal web submission system, and organizing all museum design assets.