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# Curriculum Vitae

## Paul Bardini

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## EDUCATION

- 2015      **Bachelor of Design with Honours**, (1 year FT) Griffith University.  
Exegesis: *Open Source and Short Term Assistive Technologies*.  
Researching the Open Source paradigm and the effect it has on innovation in the field of Assistive Technologies for Short Term Disabilities.
- 2012 – 2014      **Bachelor of Design - Product Design**, (3 year FT) Griffith University.  
Specialisation – Professional Practice. Study emphases: Human Centered Design.  
Specialisation – Sculpture, Kinetic Sculpture. Study emphases: Juxtaposing the reclaimed & interaction.
- 1994      **School of Audio Engineering SAE**, (18 months FT) Brisbane, Australia.  
Associate's Degree, Audio Engineering. Studies in Audio Engineering for live theatre, Music and recordings.

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## AWARDS/HONOURS

- 2015      **Golden Key International Honours Society**
- Best Research Poster Award**, Australasian Undergraduate Research Conference (AURC), 29–30 September
- High Commendation Product Design**, Queensland Graduate of the Year Awards. (GOTYA), Design Institute of Australia (DIA) – Queensland.
- Godfrey Rivers Medal**, Griffith University.  
For outstanding performance within Studies.
- 2014      **Design Studies Medal**, Griffith University.  
Highest Achievement within Bachelor Degree.
- Academic Award for Excellence**, Griffith University.
- 2013      **Outstanding Creative Merit**, FRENDS Student Luminaire Design Competition.  
IES - The Lighting Society.
- Academic Award for Excellence**, Griffith University.
- 2012      **Academic Award for Excellence**, Griffith University.

## EXHIBITIONS/PUBLICATIONS

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- 2015      **E-Ball, Exchange** exhibition at Crane Arts Philadelphia, United States of America. 8–30 October, 2015.
- Video Installation of the creation of E-ball the Electronics Waste Arcade Game
- Honours Research Presentation**, Australian Conference of Undergraduate Research, Perth 29–30 September, 2015.
- Poster Presentation of Honours Research Project \*Awarded *Best Poster*\*
  - Abstract Publication within conference catalogue
- E-Ball**, Creative Lab. STEM to STEAM: 21st Century Learning, INVENTory, Queensland Museum, 1–2 May, 2015.
- Installation of E-ball the Electronics Waste Arcade Game
- 2014      **Graduate Exhibition**, Queensland College of Art, Griffith University.
- E-Ball**, Electronic Waste Exhibition, INVENTory, Queensland Museum.
- Installation of E-ball the Electronics Waste Arcade Game
- 2012      **Giant Maze**, Brisbane Writers Festival, State Library Queensland.
- Giant Maze**, Summer Holiday Series, State Library Queensland.
- A two-meter square maze interactive game.
- Giant Scrabble Board**, Summer Holiday Series, State Library Queensland.
- A commissioned piece to construct and four-meter square Scrabble board.

## CONFERENCES/WORKSHOPS

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- 2015      **(ACUR) Australian Conference of Undergraduate Research**, Perth, Western Australia 29–30 September.
- Makerfaire**, Shenzhen, China, July.
- Design-a-thon**, Makers Place, Leichardt, Sydney, New South Wales.
- Design Thinking Workshop**, Griffith University QCA, Brisbane, Australia.

## TEACHING

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- 2015      **3D Printing Professional Development**, Mt Gravatt High School, Mt Gravatt.
- Instructing in the foundations of 3D Printing and how to design for additive manufacture.
- Sessional Academic**, Griffith University Queensland College of Art, Griffith University.
- 1510QCA Digital Technology: Lecturing 1st year design student – foundations of Web technology, 2D and 3D illustration and modelling.

**Guest Lecturer**, Cloud Workshop, Hong Kong Baptist University, Hong Kong.

- Lecture: *Open Source technologies and complex systems*

**Guest Lecturer**, Product Design, Queensland College of Art, Griffith University.

- Mentoring 3<sup>rd</sup> year design students with design process and manufacturing techniques.

**2x2x2x1 Judging Panel**, Griffith University Queensland College of Art, Griffith University. Associated with, Heath at UQ, Fred Hollow foundation, Heath Habitat.

- Critiquing the product development of students in respect to water mitigation in Ethiopian Communities.

**Design Thinking Workshop**, Sheldon College, Sheldon Queensland.

- Teacher the design process and creative thinking techniques to fine art students.

**Design Thinking Workshop**, Creative Lab, STEM to STEAM: 21st Century Learning, INVENTory, Queensland Museum, 1–2 May, 2015.

- Instructing workshop to secondary teacher in the double diamond design strategy.

2014 **3D Printing Professional Development**, Mt Gravatt High School, Mt Gravatt.

- Instructing in the foundations of 3D Printing and how to design for additive manufacture.

2012 **Guest Lecturer in Production Management**, JMC Academy, South Brisbane.

- Lecturing final year students of the fundamentals of production management.

2011 **Guest Lecturer in Production Management**, JMC Academy, South Brisbane.

- Lecturing final year students of the fundamentals of production management.

## RELEVANT EXPERIENCE

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2015 **Sessional Teacher**, Griffith University Queensland College of Art, Griffith University. Digital Technology.

- Lecturing 1st year design student the foundations of Web technology, 2D and 3D illustration and modelling.

2014 **Product Designer Contractor**, Made Forward, Brisbane Queensland.

- Assisting in the development of upcycled products, advising on manufacturing technics and design strategies.

**Design Internship**, Queensland Manufacturing Institute (QMI) Solutions, Springwood, Queensland.

- Mentored by Rob Geddes - Research into the arena of Crowdfunding and help to develop the initial stages of a hospital based FabLabs installation for diversional therapy of Dialysis patients.

**Design Realiser**, Woodford Folk Festival, Woodford Queensland.

- Managing the fabrication of metalwork for the Woodford Fire Event. Coordinating Volunteers and Staff to realise the creative outcomes of the Artist director.

**Design Internship**, Seven Positive, Brisbane, Queensland.

- Researching the product development and innovation of worm farm and planter boxes confined to the use of up-cycled materials.

2013

**Product Design Contractor**, (6 months PT) Luxxbox, Fortitude Valley, Queensland.

- Product Design position incorporating the manufacture of Lighting and Furniture products. Facilitating Computer modelling and drafting, coordination design outcomes with clients and manufacture industry.

**Design Internship**, (1 month FT) Luxxbox, Fortitude Valley, Queensland.

- Facilitating Computer modelling and drafting for furniture installation of Myer Centre Brisbane.

## FURTHER EXPERIENCE

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1992-2013

**Audio Technician Contractor.**

- Sound Engineer/Technician, within the theatre, music, arts and corporate industries. A creative technical role, realising the sound requirements of the performers, understanding acoustics and electronic systems, having the ability to rapidly problem solve faults and collaborate with various artistic and corporate mindsets. A career, which involved extensive travels internationally and nationally, communicating with many cultural and ethnic diversities.

Examples of such are:

- Soweto Gospel Choir  
Double Grammy Award winner Choir from South Africa
- Powerhouse Theatre Brisbane
- Big Day Out Festival
- Major Brisbane Festival
- Queensland Music Festival

2001-2013

**Production Manager Contractor.**

Product and Technical Management, for events and performing arts festivals. A diverse career which would see me coordinate small one day events, import international acts and facilitating their technical requirements, organisation major arts festivals and project managing the manufacture of complex structures.

Examples of such are:

- Q150 Shed – Premiers Department and Major Brisbane Festival
- Spiegel tent – Major Brisbane Festivals
- Queensland Music Festival
- Technical Manager Judith Wright Centre of Performing Arts.