

Zach Camozzi Curriculum Vitae

2125 East 38th Ave, Vancouver, BC, V5P 1G9 · 604-865-0839 · zcamozzi@gmail.com · zcamozzidesign.ca



Zach Camozzi is an interdisciplinary designer who's practice includes sustainable ethics, industrial design and community engagement. He is a social and tactile thinker using human and environment centred design research methodologies to address complex and emergent problems. His goal is to support businesses toward developing systems and products that actively engage people and environment within the process of design. This produces strong bonds with products within a targeted community. He can realize opportunities by researching needs, defining value, pinpointing constraints, and delivering solutions that are innovative within the project scope.

Camozzi is most experienced in applying design thinking with generative research methods to the recreation, education and health sectors. As a Mechanical Designer, he has been involved in pre-hospital product development, capital project and manufacturing transition planning. He stands apart in having a diverse background in Engineering, Outdoor Education, event management and guiding. This allows him to bring supporting skills to any project including planning, risk assessment, critical thinking, technical drawing and an eco-centred sustainable approach to develop designs.

Education

- M.Des Design and Nature
Emily Carr University of Art + Design, Vancouver, BC, 2017
- B.Eng Department of Mechanical Engineering, Co-op
University of Victoria, BC, 2008

Professional Positions

- 2012-15 **Facility/Fleet/Equipment Manager**, Association of Neighbourhood Houses - Sasamat, Port Moody, BC
- Designed and managed all capital projects including tendering, fabrication and supervision of site additions; acquisitions, kitchen renovations, building replacement & repairs. Managed all routine and unexpected problems across multiple disciplines, including: program requirements, building, fleet, out trip, sewage, potable water, and site maintenance.
- 2010 **Mechanical Designer** (Contract), R & D, Ferno Australia, Brisbane Australia
- Within a diverse team of industrial designers, tradesmen and customers conceptualized in SolidWorks and prototyped hard goods for paramedic stretchers, height safety and mine rescue. Concept designs included explorations and manufacturing using 3D thermoplastic printing, laser cutting, CNC machining and injection moulding. Completed static testing and analysis in the on-site lab to prove designs for production. Realized components and created standard operating procedures for implementing a laser etcher into the manufacturing process.
- 2008-09 **Project Engineer**, Construction Aggregates Lehigh NW, Sechelt, BC
- Overtook the redesign of the mines preliminary crushing plant and designed in Autodesk Inventor five new conveyors, four material chutes, and the layout for the installation of a new screen and jaw crusher. Assisted in the tendering, fabrication and supervision of the new plant installation which not only increased material quality but throughput.
- 2005-07 **Coop Student Mechanical Engineer**, Lehigh NW, Avcorp Industries Inc., BC Hydro
- At Lehigh used Excel to create self calculating system maps of the aggregate mines water consumption. At Avcorp provided project support to conform the anodizing, painting and autoclave assembly line to meet lean manufacturing ideals. At BC Hydro completed mechanical designs in Autodesk Inventor for custom mid weight trucks and 16ft cube vans.

Teaching

- 2017 **Seminar Coordinator/Leader**, SOCS 202 Ecological Perspective in Design, Emily Carr, BC
- Planned seminar discussions and developed activities based on a broad range of readings in eco-literacy, sustainable practice and systems theory. Managed a team of six seminar leaders and liaised with the professor.
- Seminar Leader**, SOCS 202 Ecological Perspective in Design, Emily Carr, BC
- Facilitated a class of 20 students to complete activities and discuss questions on the relationships between nature and design.
- 2016 **Teaching Assistant**, DESN 421 - 3D Core Design Studio VII, Emily Carr, BC
- Engaged 4th year design students to motivate them to creatively challenge barriers and overcoming difficulties in project management. Assisted and critiqued students to help narrow through the iteration and presentation phases of their graduation projects.
- 2015 **Teaching Assistant**, DESN 411 - 3D Core Design Studio VI, Emily Carr
- Assisted and critiqued 4th year design students during the concept and definition phases of their graduation project.
- 2012-15 **Program Developer & Staff Trainer**, Association of Neighbourhood Houses - Sasamat, Port Moody, BC
- Created interactive context based programs to teach a team of 60 staff skills in calculating risk, leadership, commercial driving, and off site trip guiding. Actively involved in program development, hiring and assessing staff, organizing guests, and writing standard practice documentation.
- 2011 **Private School Adventure Guide**, Alive Outdoors - YMCA Camp Pinecrest, Wannakita and Arowhon, ON
- Lead two week long outdoor education programs at various camps in central Ontario, facilitating up to 100 youth and 10 staff in camp wide leadership and team building programs. Through patients, humor, and compassion supplied a high level of quality and service, while connecting with each staff member and guest.
- Program Facilitator**, Boundless Adventures, Palmer Rapids, ON
- Developed 5-13 day adventure courses and trained white water paddling skills to adults with advanced brain injuries, mental illness, or at risk youth.

Community Engagement Experience

- 2017 **Workshop Developer**, Sasamat Alders Club, Association of Neighbourhood Houses – Sasamat, Port Moody, BC
- Taught concepts of design including ideation and prototyping to a group of vulnerable seniors (65-80). The physical outcome was an oversized maze populated with tiles decorated to represent life stories, difficulties in aging, and social connections. These stories were the true outcome and research material.
- Workshop Facilitator**, DESN 200 Core Design Studio II, Emily Carr, Vancouver, BC
- Facilitated second year students in a “Just do it” social innovation design charrette. Outcomes included discussions and interventions for social/anti-social gallery spaces.
- 2012-16 **Workshop Director**, Camp culture improvement projects, Day of Caring, Association of Neighbourhood Houses – Sasamat, Port Moody, BC
- Day of Caring is an annual volunteer day to give donors to United Way the opportunity to engage with the communities they support. Managed planning, logistics and facilitation of over twenty volunteers from TransLink in annual site additions that stimulate programs for vulnerable children, families and seniors in the Metro Vancouver area.

Professional Projects

- 2016 **Design Consultant**, Universal Design Explorer Kit, Biscuit Box Balanced Design Solution, Singapore
- Ideation, prototyping & illustration for tender of a universal design (accessible design) kit for Singapore primary students.
- 2015 **Illustrator**, Alpha Bones Candy, Lp Creative, Montreal, QC
- Completed over 30 pen and ink ‘to find’ drawings for a children’s Tanka poetry alphabet book
- 2011 **Graphic Illustrator**, Surrey Live Site and Fusion Festival Caricature Maps, City of Surrey, BC
- Illustrated several drag and drop caricature maps of Holland Park using Adobe Photoshop and Illustrator. Maps were used in all promotional material including web, brochure and large format prints.

Presentations

- 2017 **Invited Lecturer**, ‘Deep observations in Non – Gardening’, SOCS 202 Ecological Perspectives, Emily Carr
- Invited Lecturer**, ‘Energy Relations’, SOCS 202 Ecological Perspectives, Emily Carr

Certifications

Unrestricted Class 4 Drivers License (25 Passenger Commercial)

Level 3 Tandem & Solo Advanced Flat Water Paddler

Orca Moving Water 2Ab

River Water Rescue

Pleasure Craft Operator

Awards / Scholarships

- 2017 Faculty of Graduate Studies Research Award,
Faculty of Graduate Studies Entrance Scholarship,
Faculty of Graduate Studies Fellowship,
Emily Carr University of Art + Design, Vancouver, BC
- 2008 Faculty of Engineering Dean’s Scholarship,
Faculty of Engineering Entrance Scholarship,
University of Victoria, BC

Community Recreation Events

- 2015 **Rest Stop Captain**, GranFondo, Whistler, BC
- 2010 **Olympic Hockey Event Services Supervisor**, Vancouver Olympic Committee VANOC, Vancouver, BC
- Led, managed and trained team leaders and volunteers to ensure efficient crowd management, customer service, ticket-taking, and ushering of the international sporting event. Responded to and dissolved event problems including; removing disorderly fans, seating disputes, and coordinated redeployment of staff during emergency situations.
- Paralympic Village/Downhill Host**, VANOC, Whistler, BC
- 2008-09 **Lead Car**, Degani Corporate Triathlon/Bike Race, Perth/Melbourne, Australia

Group Exhibitions (Individual Work)

- 2017 *The Show at Emily Carr University*, 320 Gallery, Emily Carr University of Art + Design, Vancouver, BC

Creative Research

- 2015-17 **Masters Thesis** : When Nature Hacks Design, Emily Carr, BC
- Experiment with the boundary of control between designer and nature, inviting nature to engage with perceptions through experiential prototypes that probe the division or relationships between design, nature and human. I focused on learning how some of the tools and mindsets of a designer support this engagement or hinder it and offered techniques for designers who wish to connect more fully to nature in their work, the current method is called Earthbond Prototyping. More than ever designers need to cultivate instinct for environmental ethics, Eco-literacy and principles held within nature, to inform and challenge their design decisions.
- Co-Creation Developer**, Pacific Autism Family Center Co-creation Toolkit, Emily Carr Health Design Lab, Vancouver, BC
- Created five activities designed to promote diverse thinking on the current and future areas of research and support for families with members on the Autism Spectrum Disorder.
- 2015-16 **Research Assistant**, SHIFT: body, mind, environment, Kenneth Gorden/Emily Carr, BC
- Observed and engaged children in the classroom with exceptional learning differences. Assessed if undergraduate augmentative tools (fidgets) were acting as positive outlets for behaviour. Explored and conceived the design of a fidget desk, a student populated modular system of behavior augmentation tools that would allow researchers to track changes in fidget use over a three year research study.

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