

Asa Perlman

Montreal, QC

asaperlman@gmail.com

<https://asas.website>

Experience

Studio/ Site Assistant to Jonathan Villeneuve

Montreal, QC

2020 - Present

_Aided in the planning/ logistics of large-scale public installations (*Utopie*, Parc Jean-Drapeau, Montreal QC, 2020 ; *L'idée du Nord*, Gatineau, QC, 2021)

_Design/ fabrication of supplementary project components

Production & Research Assistant to prof. Alice Jarry

Concordia University, Montreal, QC

2018 - Present

_Electronics fabrication/ programming

_Exhibition set up and logistics. (*Dust Agitator*, *Perte de Signal*, 2018/ *Mutek*, 2019)

_Material and conceptual research

Research Assistant to prof. Christopher Moore: Speculative play

Concordia University, Montreal, QC

2017 - 2018

_Research on Speculative/ Critical Design with a focus on user interaction

_Facilitation of concept to design

_Design/ Construction of prototypes

_Electronics fabrication/ programming

Production and Supervision.

Montréal Assembly. Montréal, QC

2016 - 2019

_CNC operation (Milling, Laser Cutting, 3D Printing)

_Process development

_On-demand design and construction of production tools using CAD software

_Shipping/ receiving

_Soldering

_Scheduled and supervised a small team

Apprentice to Marc-Antoine Clément

Marc-Antoine Clément (ébénisterie). Montréal, QC

2015 - 2016

_Assisted in the planning and construction of furniture and architectural installations in both residential and commercial settings

_Moderate design input

_Extensive hands-on work in carpentry

_Autonomously executed projects from plan

_Scheduled and supervised a small team

I'm a Toronto-born artist and designer currently based in Montreal, QC. My evolving studio and art practice seeks to draw physical and digital materials together and examine their harmonies and points of friction in critical, playful ways. I always favour collaborations and opportunities which foster socially and environmentally responsible methods and practices.

Education

Bachelor of Fine Arts: Design & Computation Arts

(With Great Distinction/ The Design Prize)

Concordia University. Montréal, Québec.

09/2016 - 04/2020

Assets

Programming:

_Skilled with HTML, CSS, JavaScript

_Proficient with Arduino

_Basic comprehension of Python

Software:

_Moderate skill in Photoshop, Illustrator, InDesign

_Fusion360 (formerly worked in Rhino)

_Comfortable in the UNIX command line (bash)

Material:

_Extensive experience with a wide variety of carpentry, stone, and metal-working tools.

_Extensive experience soldering/ assembling custom/ small batch electronics.

_Proficient with a variety of digital fabrication methods (CNC milling, 3D printing, laser-cutting)

Interpersonal:

_Works well in diverse teams

_Able to handle fast-paced, deadline oriented, high-stress environments

_Detail oriented

_Strong willingness/ desire to learn.