

Mark Francis

Installation artist, architectural designer, educator

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EDUCATION

Institute for Advanced Architecture of Catalonia
Barcelona, Catalonia, Spain
Postgraduate in 3D Printing Architecture

AUGUST 2023 - MARCH 2024

Toronto Metropolitan University, Toronto, ON
Design Fabrication Zone Creative Incubation Program

JUNE 2022 - AUGUST 2023

The University of British Columbia, Vancouver, BC
Master of Architecture

AUGUST 2010 - MAY 2014

York University, Toronto, ON
Honors Bachelor of Fine Arts

SEPTEMBER 2006 - MAY 2010

EXPERIENCE

Toronto Metropolitan University — Studio Manager & Researcher at The Creative School Innovation Studio

JUNE 2022 - AUGUST 2023

- Organized studio-wide events, tours, and learning initiatives
- Taught an on-going workshop and lecture series based on my research into parasitic architecture.
- Organized the “summer camp” un-conference, summer 2023
- Conducted research and prototyping of a novel parasitic modular building system.
- Research exhibited in culminating installation July, 2023

Interspatial, Toronto — Founder, Designer

MARCH 2015 - PRESENT

- Interspatial is a design collective co-founded by Mark Francis and architect Natalia Bakaeva.
- Focused exclusively on innovative architectural installations and interventions situated in interstitial urban spaces.

TEACHING EXPERIENCE

George Brown College, Guest Lecturer and studio critic,
Feb. - Apr. 2023: Guest lecturing in the interactivity design program and serving as design studio critic.

Toronto Metropolitan University Guest Lecturer,
Feb. 2023: Guest lecturer in the New Media design program..

Toronto Metropolitan University, June - Dec. 2022: Led a lecture and workshop series on tactical urbanism and site-specific public art in urban spaces. Summer and fall semesters.

InterAccess, Toronto, June 2022 - Present: Currently leading a laser cutting course for artists and designers.

The Kamehameha School, Hawaii, Sep. - Dec. 2020: Guest speaker studio critic for a 12th-grade architectural design course.

OCADU, Toronto, Dec. 2019: Guest speaker for Art and Urbanism course, fall semester.

Stacklab — Senior Multidisciplinary Designer

JULY 2021 - FEBRUARY 2022

- The primary designer and project manager for all architectural, sculptural, and art installation projects.
- Responsibilities included design research and schematic conceptualization, modeling, and drafting in Rhino, client, consultant, and contractor communications, construction management, and design team coordination.
- Major projects included: a coach house and studio in Prince Edward County, residential interior design projects, a boutique retail art installation, and custom furniture commissions.

Philip Beelsey Studio & LASG — Installation Director

JUNE 2017 - SEPTEMBER 2020, MARCH 2024 - PRESENT

- Acted as the lead rigging and structural designer, site supervisor, and overall team lead on several projects.
- Major installations as project lead included: Astrocyte (Toronto), Amatria (Indiana), Noosphere (Toronto and Berlin), Radiant Soil (South Korea), and Meander (Cambridge, ON).
- Took an active role in leading design teams and guiding interns through the design and production process.
- Successfully developed new structural typologies and interactive system designs, which led to more prominent commissions and larger budgets for the studio.

Bernard Watt Architect — Intern Architect

SEPTEMBER 2015 - MAY 2016

- Responsibilities in this role included documenting existing buildings and site conditions, schematic designs, working Malton drawings, submission of permits, and site visits.
- Particular emphasis was placed on the adaptive reuse of historic structures.

Urban Strategies — Urban Designer

DECEMBER 2014 - AUGUST 2015

- Responsibilities included: gathering GIS data to produce maps, creating massing options for developers, making conceptual diagrams, creating shadow studies, and conducting community consultations.
- Major projects included a master plan for Troy, New York, a transit-oriented development at Mount Dennis in Toronto, a regional plan for the Edmonton Capital Region, and a community vision for Malton, Mississauga, ON.

Le Domaine de Bois Buchet, Lessec, France, Aug. 2019:
Jointly led a land-art installation workshop with Philip Beesley.

Toronto Metropolitan University, Sep. - Dec. 2016:
Studio critic and guest speaker for 4th-year interior design studio course for site-specific art installations.

The University of British Columbia, Vancouver, Aug. 2011: Teaching assistant for an architectural drawing course in the M.Arch program.

DESIGN SKILLS

Software: Rhino 3D, Grasshopper, Sketch Up, AutoCAD, Adobe Creative Suite (Photoshop, Illustrator, In Design), Revit, Microsoft Office.

Fabrication: 3D printing (clay, concrete, FDM, resin), laser cutting, hand drawing, physical model-making, woodworking, power tools, and structural rigging.

Project management: Construction management, contract management, design team coordination, component fabrication coordination, shipment logistics, site coordination and supervision.

CONTRACT & VOLUNTEER

Landscape Inc./CRA: Contract work developing the first laneway housing design

B+B Scale Models — *Digital Fabricator*

JUNE 2013 - SEPTEMBER 2013

- Acted as a laser cutting and 3D printing technician, CAD drafter, and model builder for a prominent architectural model studio on Granville Island.

PROJECTS

With PBAI/LASG

- *Gaslight Cambridge*, Cambridge, Ontario, 2020 (permanent).
- *Noosphere 2.0*, The Futurium, Berlin, 2019 - 2024.
- *Aesop Storefront*, Aesop Queen West, Toronto, January - February 2019.
- *Nebula Prototype*, Museum fur Angewandte Kunst, Vienna, 2018 - 2020.
- *Radiant Soil*, Daejeon Museum of Art., South Korea, July - October 2018.
- *Aegis/Noosphere*, Royal Ontario Museum, Toronto, June - October 2018.
- *Amatria*, Indiana University's computer engineering department. Bloomington, Indiana, 2018 (permanent).
- *Astrocyte*, DX EDIT Festival, Toronto, September - October 2017.

Interspatial/Independent

- *InterBlox: Modular Parasiticism*, SHEEP Gallery, Toronto, July-August 2023.
- *Inverted Valleys 2.0*, DesignTO Festival, Toronto, January 2020.
- *Interspatial Playground*, Big On Bloor Festival, Toronto, July 2017
- *WormHole*, Place and Placement group exhibition, Galleria Mall, Toronto, May 2017.
- *Volume and Void*, Pulp Paper Art Party, Toronto January 2017.
- *Inverted Valleys - Display*, The Laneway Summit, Toronto, November 2016.
- *Laneway Canopy*, Nuit Blanche. Toronto, September 2016.
- *Inverted Valleys*, Evergreen Brick Works. Toronto, June - November 2016
- *Urban Nomad Food Cart*, The Stop's Night Market, Toronto, June 2015

With Pro-Forma Corps.

- *Open Throw Night 2.0: Toronto Housing Crisis*, projection event at the Geary Art Crawl, Toronto, September 2022
- *Open Throw Night: Toronto Housing Crisis*, guerrilla projection art event Toronto, May 2022
- *ACAB: Toronto Encampment Evictions*, mass guerilla projection art event Toronto, September 2021

guidelines in Toronto, passed by city council in 2018. Subsequently designed several laneway housing projects. 2016-2018, and 2022.

LGA Partners: CAD drafting contractor for institutional architecture projects, including schools and libraries. 2021

Independent Contractor: Carried out independent design and consultation services for residential renovations and art installations. 2020-2023

LANGUAGES

English - fluent, first language.

French - conversational, literate, second language.

Farsi - basic.

REFERENCES

Ashley Lewis
Manager, DFZ,
Co-director Creative
Innovation Studio

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University, Design
Fabrication Zone
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Peggy Sue Deaven
Coordinator, DFZ

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With Oddside Arts

- *LOSS: In Isolation*, an installation for Luminato Festival, Toronto, June 2023
- *Beyond the Soil*, Toronto City Hall, February 2023
- *Mabel Park*, community park bench design and construction (on-going) 2022 - 2025
- *Moss Park*, shortlisted design concept for new community park on King Street East (on-going) 2023 - 2025

Natalia Bakaeva

Architect

Interspatial co-founder

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Philip Beesley

Architect

Philip Beesley Studio/Living
Architecture Systems Group

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