

Mark Francis

Multidisciplinary designer, installation artist, and educator

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EDUCATION

Toronto Metropolitan University, Toronto, ON
Design Fabrication Zone — Experimental Designer

JUNE 2022 - PRESENT

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

INDUSTRY EXPERIENCE

Interspatial, Toronto — Founder, Designer

MARCH 2015 - PRESENT

- Interspatial is a design collective co-founded by myself and architect Natalia Bakaeva.
- Focused exclusively on architectural installations and interventions situated in interstitial urban spaces.
- Installation at Evergreen Brick Works in 2016 entitled “Inverted Valleys” paved the way for subsequent projects, and elevated conversations surrounding site-specific, parasitic structures in Toronto.

Stacklab, Toronto — 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.

TEACHING EXPERIENCE

Toronto Metropolitan University, Sep. - Dec. 2022: Slated to lead an upcoming three-part lecture and workshop series on tactical urbanism and site-specific public art in urban spaces.

InterAccess, Toronto, June - Dec. 2022: Currently leading an introductory laser cutting course for artists and studio members.

Toronto Metropolitan University, June - Aug. 2022: Led a successful three-part workshop and lecture series on urban activations.

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. Instructor: Cassandra Alves.

Le Domaine de Bois Buchet, Lessec, France, Aug. 2019: Jointly conducted 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.

Philip Beelsey Studio/LASG, Toronto — Installation Director

JUNE 2017 - SEPTEMBER 2020

- Acted as the lead rigging and structural designer, site supervisor, and overall team lead on several projects.
- Major installations as the project lead included: Astrocyte (Toronto), Amatria (Indiana), Noosphere (Toronto ROM and Berlin), Radiant Soil (South Korea), and Meander (Cambridge).
- 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, Toronto — Intern Architect

SEPTEMBER 2015 - MAY 2016

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

Urban Strategies, Toronto — Urban Designer

DECEMBER 2014 - AUGUST 2016

- 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.

B+B Scale Models, Vancouver — 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.

The University of British Columbia, Vancouver, Aug. 2011:

Teaching assistant for an introductory 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 (FDM and 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 WORK

Landscape Inc./CRA: Contract work developing the first laneway housing design guidelines in Toronto, passed by the city council in 2018. I subsequently designed several laneway housing projects. 2016, 2017, 2018, and 2022.

LGA Partners: Part-time 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, 2021

PROJECTS

As Pro-Forma

- *Open Throw Night: Toronto Housing Crisis*, guerrilla projection art event Toronto, May 2022
- *ACAB: Toronto Encampment Evictions*, guerilla projection art event Toronto, September 2021

With PBAI/LASG

- *Gaslight Cambridge*, Cambridge, Ontario, 2020 (permanent).
- *Noosphere 2.0*, The Futurium, Berlin, 2019 - 2022.
- *Aesop Storefront*, Aesop Queen West, Toronto, January - February 2019.
- *Nebula Prototype*, Museum fur Angewandte Kunst, Vienna, 2018 - 2020.
- *Radiant Soil*, Daejeon Museum of Ar., 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.

As Interspatial

- *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

LANGUAGES

English - fluent, first language.

French - conversational, literate, second language.

Farsi - conversational, third language.

REFERENCES

Ashley Lewis

Manager, DFZ, Co-director Creative Innovation Studio
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Design Fabrication Zone
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Peggy Sue Deaven

Coordinator, DFZ

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Natalia Bakaeva

Architect

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Philip Beesley

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