

TIA

System Design

ASTOR



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SYSTEMS

Passionate and innovative designer with a track record of translating complex visions into clear, usable systems and compelling visual outputs. I work across concept, structure, language, and interface—bringing creativity, precision, and strong human-factors judgment to every project. My background spans both design and high-stakes human communication (mediation/counselling contexts), which Takes me unusually effective at designing systems that people can actually live inside.

EDUCATION

2015–2018 Bachelor's Degree in Criminology
& Justice Griffith University

2018–2021 Graduate Degree in Psychological
Science ACAP

SKILLS

Conceptualisation

- Strong analytical skills and ability to use data
- Experience with human motivation

Amalgamation

- Knowledge of all aspects of DevOps
- Proficient in short, sharp, encompassing solutions

about me |

I design sovereign infrastructure concepts—systems where ethics, incentives, and human behavior are part of the interface. OMXUS describes itself as “universal identity without authorities... one human, one token,” built on cryptography and real-world trust relationships. That’s the kind of work where design isn’t decoration—it’s governance, clarity, and safety.

Led conceptualisation and execution of multi-part solutions across different projects and stakeholders.

Collaborated closely with people to understand identity, intent, constraints, and requirements—then translated that into coherent system rules, flows, and communication.

Designed from scratch a viable system framework that can hold conflicting ideologies without collapsing into chaos.

Designed logos, marketing collateral, and digital assets for diverse audiences and cultural contexts.

Implemented design strategies for a model defining “justice as prevention” (language, logic, presentation, and user experience).

Conducted research to stay current on trends—and to pressure-test ideas against reality rather than vibes.

experience |

Senior Designer — Tiation | 2023–2026

Led end-to-end design: concept → structure → delivery.

Worked with stakeholders to translate goals into practical requirements and coherent outputs.

Built repeatable frameworks to keep quality consistent across changing contexts.

Design Engineer — Omxus | 2025–2026

Developed system-facing design: concept architecture, terminology, UX logic, and supporting visual assets.

Contributed to building OMXedia style knowledge structures (concept definitions, navigation, and system explanations).

Supported research-driven narratives and artifacts that help people understand sovereign infrastructure and human-scale governance.

Selected Work for OMXUS

research |

Research Initiative — Geographic birthplace predicts language acquisition (OMXUS Research Initiative)

Built and published a cross-national observational research artifact using public census data (N > 1.8B), presenting effect sizes and methods clearly for non-specialists.

Designed the structure of the document to be auditable: research question → method → results → interpretation.

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