



# Stars Of Cassiopeia

Cosplayer // Designer // Engineer // Educator

## Bio

Hi, I'm Cass, and I've been a maker since 2008. I love mixing technical with traditional, combining my professional experience as an engineer with a love of historical design and traditional fabric craft. Whether I'm making armor or ballgowns, I love challenging myself with multi-material techniques and complex detailing: and teaching others those skills too!

## Social Media

@starsofcassiopeia

7500+ followers  
160.0K+ likes

@starsofcassiopeia

2300+ followers  
500+ total posts

@starscassiopeia

1500+ followers

@starsofcassiopeia

850+ followers

@starsofcassiopeia#1793

Moderator of Creative Block, a 150+ person cosplay craftsmanship server

## Professional Design Experience

### 3D Printing Engineer – Formlabs [2017-2021]

Formlabs designs & builds 3D printers. My work has been both on the print process (making the machine repeatedly produce quality parts) & developing new materials, both for resin (SLA) & powder (SLS) printing.



### Bachelors of Engineering Sciences – Harvard College

Studied biomechanical engineering with a focus on mechanical design for wearable technologies. Major research projects include stretch sensor gloves to trigger actuators for motion, and fabric pressure sensors.



### Machine Shop Experience [2013-present]

Knowledge of a variety of manufacturing techniques, such as: 3D printing, milling/CNC, lathe, laser cutter, thermoforming, molding/casting, 3D modeling (Solidworks, Fusion 360), electronics, general power tools.

## Partnerships

### Official Content Creator – Genshin Impact

Monthly social media content creation across various platforms.



### Cofounder, Head of Maker Strategy– Cosmosii

Half of the team designing Cosmosii.com, a new platform connecting cosplayers with commissioners, and helping commissioners run their businesses. Run social media, staff trade show booths, communicate with other makers.

cosmosii

### Ambassador – Formlabs

Tutorial making and social media posts for the Formlabs blog and various platforms.



## Awards [Chronological] // Guesting & Judging Experience

Finalist – Singer Sewing Co. Contest [2020]

Best Journeyman – FanExpo Boston [2019]

Judges' Award – Cosplay America [2019]

Best of Class Performance – PortCon [2018]

Jimmy Beans “Beans for Brains” –

National Winner, Sewing [2013]

Honorable Mention Novice – Katsucon [2009]

FanExpo Boston 2022 – Guest

• Castle Point Anime Con 2022 – Guest, Performance & Craftsmanship Judge

• RIT Snowfest 2023 – Guest, Performance & Craftsmanship Judge

• AnimeBoston 2023 – Guest, Craftsmanship Judge

• Wicked Comic Con 2023 – Guest

• UPCOMING: Puchicon '23

## Teaching & Panel Offerings

Instructor: Intro to Making @ MIT (Course 2.351)



Introductory course for students looking to learn machine shop skills. Covers general prototyping, to include: 3D printing, laser cutting, foam smithing, electronics/Arduino, and soft goods prototyping. Soft Goods curriculum developed by me.

- Before You Build: A Guide to Smarter Cosplay Design
- Yes You CAD: Intro to 3D Modeling for Cosplay
- From 2D to 3D: Advanced Manufacturing Techniques
- Blades, Triggers, & Bows: Weapons Handling for Cosplay
- Making Mass Manufactured Cosplay Uniquely Yours

... and more! (see full offering on website)



Custom Costumes  
for any universe

*The largest community of cosplay commissioners online!*

By cosplayers, for cosplayers:  
a platform designed to help commission makers better run their costume & prop making businesses.



Convention Booths:

- Showcases 140+ Makers!
- See real life examples of commissioned work!
- Meet the founding team!

Convention Programming:

- Panel: “Commissioning: A Seamless Process w/Team Cosmosii”
- Maker & fan meetup hosting!



*As seen in:*



cosmosii.com

