

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

(O) @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]

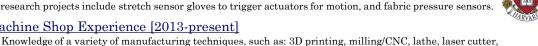
Formlabs designs & builds 3D printers. My work has been both on the print process (making the machine repeatedly produce quality parts) & developing new materials, both for resin (SLA) & powder (SLS) printing.



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.

thermoforming, molding/casting, 3D modeling (Solidworks, Fusion 360), electronics, general power tools.



Partnerships

Official Content Creator – Genshin Impact

Machine Shop Experience [2013-present]

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.



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



cosmosii



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)





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:





