

Using an imagined space of people, creatures and other forms, I explore social ideas prevalent in the American zeitgeist. To form this world, I utilize a variety of mixed media approaches, such as printmaking, painting, drawing and sculpture.

My work first began as a means to process the world around me, finding emotional and mental relief in this way of world building. Over the years, as I researched different philosophies, political ideologies and social ideas, my work evolved from a world of cruelty and confusion into one of thoughtful optimism and humorous pessimism. Throughout this evolution, the crux of the work remains as a strategy to examine the nature of America.

Inspired by modern and ancient modes of storytelling, each work is reminiscent of lowbrow art, such as video games, cave paintings and craft work. These approaches are then combined with my characters whose simple cartoonish forms derive from my own interests. Visually, this is created through abstracting traditional printing techniques and incorporating the messiness of mixed media, constructing moments that are bound together by glue, paint or stitching. Ultimately, this challenges our relationship to ideologies and techniques that have become normalized.

By creating a world of illustrative characters and using various methods of storytelling, I communicate how we enact our ideas and philosophies onto each other and how this affects our shared realities.