

From 'Spider-Verse' to Science World: Leading Visual Development Modeler Maritza Louis to Headline Girls and STEAM Summit



Indigenous Visual Development Modeler and Concept Sculptor, currently working at Walt Disney Animation Studios, to deliver a keynote about the importance of BIPOC representation and the exciting journey of non-linear career paths

Vancouver, BC, September 22, 2026 – [Maritza Louis](#) (Klukwtús skwukwúsnt), a Syilx and Secwépemc Visual Development Modeler and Concept Sculptor, is set to inspire 300 girls aged 12-14 at Science World's [Girls and STEAM Summit](#) (Science, Technology, Engineering, Arts + Design and Math), presented by STEMCELL Technologies. The Girls and STEAM Summit is an action-packed day of mentorship, hands-on workshops and STEAM exploration.

In her keynote, Maritza hopes to impart the importance of BIPOC representation, community building and finding resilience in non-linear career paths—encouraging youth to see themselves as confident and capable creators, problem-solvers and leaders in STEAM. Maritza, an accomplished visual artist currently with Walt Disney Animation Studios, celebrated a team Academy Award in 2018 for Best Animated Feature Film for *Spiderman: Into the Spider-Verse*. She has also lent her expertise to major productions such as *Grand Theft Auto V*, *Moana 2*, *Sausage Party*, *Spider-Man: Homecoming*, and many more.

In Canada, only a [quarter of entrants into STEM bachelor programs](#) are women. This event directly addresses that disparity by igniting passion and providing real-world mentorship to young girls and women.

“Girls and STEAM is an extremely popular event that fills up every year due to the calibre of mentors, presentations, partners and keynote speakers,” says Issy Worrall, Manager, Productions at Science World. “We are so proud to be able to nurture the next generation of empowered female scientists, artists and innovators through mentorship and engaging learning opportunities, and we cannot wait for another incredible event this year.”

A Day of Inspiration With Local Experts and the Possibilities in the Arts and Science:

- Through the mentor café sessions, participants will have the opportunity to meet over 40 female STEAM role models and learn about diverse roles.
- Participants will dive into hands-on workshops exploring the fundamentals of precision laboratory science, critical mineral exploration and generative AI neural networks. Through interactive activities, attendees will master pipetting techniques, examine real mineral samples and experiment with image-recognition AI models.
- Maritza Louis will headline two keynote sessions throughout the day, sharing how everyday life and traditional knowledge connect to STEAM concepts, demystifying the industry and inspiring the next generation to stay curious, embrace creativity and recognize their place in the future of technology, art and storytelling.

Beyond the registered summit participants, Science World is offering all visitors the opportunity to engage in an interactive *Girls and STEAM Industry Showcase*. From 10:00 am to 4:00 pm, over 30 interactive showcase booths will offer visitors of all ages the chance to engage with fun, hands-on STEAM activities and meet leading industry professionals.

“Innovation relies on curiosity, diverse perspectives and a commitment to nurturing inclusive and fun learning environments within our communities,” said Sharon Louis, PhD, Senior Vice President of Research and Development, STEMCELL. “By inspiring young women and girls to see themselves in STEAM, we are supporting their individual journeys and championing the belief that collaboration and team work is at the core of any ground-breaking science that will shape our collective future.”

Science World is committed to making STEAM accessible to everyone. While the program uses the terms “women” and “girls,” the event is inclusive of attendees and mentors who identify as women, girls, trans, genderqueer, non-binary, two-spirit and gender questioning. In addition to the Summit, the Girls and STEAM initiative offers year-round online resources, workshops and livestreams to further support participants’ development. Visit scienceworld.ca to learn about the ongoing Girls and STEAM offerings throughout the year.



About Science World

Science World is a charitable non-profit and science centre based in Vancouver, BC that engages learners across the province in STEAM (science, technology, engineering, art and design and math). Visitors to our iconic geodesic dome explore interactive, hands-on exhibits and galleries that nurture their process of discovery and inspire connection with their natural, physical and built environments. Participants in our outreach programs—students, teachers and families in every region of BC—access the experience of Science World through virtual visits from scientists, livestream science shows, and weekly after-school STEAM mentorship. At Science World, we inspire the next generation of problem solvers, world changers and nerds. Visit scienceworld.ca.

About STEMCELL Technologies

STEMCELL Technologies, Canada's largest biotechnology company, provides over 2500 high-quality cell culture media, cell separation technologies, instruments, accessory products, and services to scientists around the world working on stem cell, immunology, cancer, regenerative medicine, and cellular therapy research. Based in Greater Vancouver, British Columbia, STEMCELL is an anchor company and we are passionate about ensuring the success of the province's life sciences sector. We are Scientists Helping Scientists who are dedicated to improving lives by advancing knowledge and scientific discovery, fostering inclusion in science, technology, engineering and math (STEM), and investing in sustainability and corporate social responsibility. For more information, visit stemcell.com/our-responsibility.

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