

## EDUCATION

**Carnegie Mellon University, Entertainment Technology Center**  
Master of Entertainment Technology May 2016

**University of Texas at Dallas, Arts and Technology**  
Bachelor of Arts, Concentration: Game Design May 2014

## Programs & Engines

Unity  
Adobe Photoshop  
Adobe Illustrator  
Autodesk Maya  
Adobe Audition  
Perforce  
Microsoft Office Suite

## ACADEMIC PROJECTS

**On Track Game Designer** Current Project: Spring 2016

- Worked on team of five to create a mobile exercise game based on track and field events for the USA Track and Field Foundation.
- Created abilities players could use during a race to help themselves or hinder opponents and balanced them against each other.

**Read Game Designer and Co-Producer** Fall 2015

- Led team of six to design and explore an interactive reading experience using voice recognition on a connected TV platform for Electronic Arts.
- Created character design for a friendly listener used as a motivational force for emergent readers based on animal assisted reading programs.
- Planned and executed playtests with target demographic and teachers, iterating design based on feedback and observations.

**Gaia: Rainforest Biome Game Designer** Spring 2015

- Worked on a team of seven to design and develop a tablet game to teach first through third graders about rainforests for Mountainview Elementary.
- Designed mini-games based on educational standards, a journal system, and tutorials.
- Conducted, analyzed, and iterated on playtest feedback and observations.
- Researched and consulted with content experts to define content and ensure educational validity of content.

**Building Virtual Worlds Game Designer and Producer** Fall 2014

- Created unique game experience in teams of five, with a new team each two-week cycle.
- Developed on a myriad of platforms including CAVE, Oculus DK2, and EyeGaze.
- Themed experiences and spaces to create immersive environments.

**Time Travel Puzzle Game Level Designer** Spring 2013

- Created a vertical slice of a challenging first-person puzzle game in UDK in team of three.
- Designed three levels, meeting unique requirements and goals for each.
- Built and tested three levels based on designs in UDK.

## PERSONAL PROJECTS

**The Fin Game Designer** December 2014

- Led team of five to create an emotionally charged experience to educate about the act of shark fin removal for Games For Change Competition.
- Worked closely with programmers on game feel.
- Created the shark death scene in Unity.

## WORK EXPERIENCE

**National High School Game Academy Sound Design TA** Summer 2015

- Taught sound design principals and how they apply to game development to 60 students.
- Mentored 8 students to help them and their teams realize development goals.

## Languages

Python  
Java

## Relevant Coursework

### Graduate

Game Design  
Building Virtual Worlds  
Visual Story  
Improvisational Acting

### Undergraduate

Advanced Game Design  
Level Design & Scripting II  
Level Design & Scripting I  
Topics in Game Dev.  
Interactive Storytelling  
Creative Writing  
Game Design  
3D Modeling

## Interests

Games  
Hiking  
Rock Climbing  
Audio Dramas  
Science Fiction Stories  
Folding Bicycles