

## EDUCATION

**Carnegie Mellon University** **Pittsburgh, PA**  
Master of Entertainment Technology May 2020  
Bachelor of Arts, Biological Sciences, Double Minor in Game Design and Creative Writing May 2018

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## SKILLS

**Languages:** C#, Python, Java, JavaScript, C, C++, Norwegian Bokmål

**Applications:** Unity, Visual Studio, JSON, Google Sheets, Twine, Photoshop, Quest, Git, GitHub, Microsoft Office, Sublime Text, Perforce

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## RELEVANT COURSEWORK

Fundamentals of Programming and Computer Science, Programming for Game Designers, Game Design Prototyping and Production, 3D Game Design, Game Design, Experimental Game Design, Building Virtual Worlds

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## EXPERIENCE

**CEDINM (Center for the Development and Research of New Media)** **Camagüey, Cuba**  
Game Designer, Programmer, UX Designer, Producer – Game Development Summer 2018

- Led three-person team in the development of Wagonwheel, a physics-based arcade game for PC, Mac, and Linux
- Designed and programmed the entire game
- Presented the game in a series of lectures to middle-school aged Cuban kids interested in technology and game development
- Collaborated with international sponsors

**Carnegie Mellon University** **Pittsburgh, PA**  
Course Instructor – World Music: An Exploration Spring 2018

- Educated students about modern popular music from every country in the world
  - Designed lectures highlighting current musical trends in all countries and the phenomena that caused them
  - Communicated and connected with musical artists from all over the world
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## ACADEMIC PROJECTS

**Building Virtual Worlds**, Entertainment Technology Center, Programmer Fall 2018

- Collaborated with teams of artists, programmers, and sound designers to develop 3D, interactive experiences in one to two weeks
  - Programmed game mechanics, interfaces, and interactions with Meta 2, HTC Vive, and Kinect
  - Designed worlds and game mechanics in Unity
  - Listened and responded to critique from a diverse body of people
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## PERSONAL PROJECTS

**Global Game Jam** January 2016, 2017, and 2018

- Worked with interdisciplinary teams to design and develop games in 48 hours
  - Learned how to use Unity in two days prior to the 2016 Jam in order to function as the team's sole programmer
  - Performed various roles, including designer, programmer, and musical composer
  - Won awards every year for technical achievement, ambition, diversity, and best use of the theme
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## ACTIVITIES/LEADERSHIP

**No Parking Players**, Improvisational Comedy Troupe, CMU Spring 2016 – Present

- Collaborated with fellow improvisers to create compelling stories on the spot
- Accepted and built off of the ideas of other improvisers

**Game Creation Society**, CMU Spring 2016 – Spring 2018

- Managed organizational funding as treasurer of the organization in 2017
- Designed and developed games with interdisciplinary teams
- Led a team of artists and programmers as producer of Heroes Academy, the game I designed and pitched