

## Summary

Graduate student passionate about Location Based Entertainment and Sound Design.

## Skills

- Pro Tools
- Logic
- AutoCAD
- Solidworks
- Adobe Premiere
- MS Office

## Interests

- Vinyl Record Collection
- Concert Goer
- Frisbee Golfer
- Coffee Enthusiast

## Student Involvement

- Cornhusker Marching Band
- Pitch Please (a Cappella)
- On-camera Host, 2021 ETC Festival Livestream

## Education

- Master of Entertainment Technology** Pittsburgh, PA  
Carnegie Mellon University Expected Graduation: May 2023
- Bachelor of Mechanical Engineering** *Minor: Music Technology* Lincoln, NE  
University of Nebraska-Lincoln December 2020

## Academic Projects

- Building Virtual Worlds** Carnegie Mellon University  
**Sound Designer/Producer** Fall 2021
- Collaborated in team of five to build rapidly developed games built during two-week sprints.
  - Composed, recorded, and mixed music and sound effects using Pro Tools and Logic.
  - Arranged team meetings and tracked team progress.
- Music Technology** University of Nebraska-Lincoln  
**Capstone Project** Fall 2020
- Combined two pieces of technology to create a synthesizer that is manipulated by hand motion.
  - Programmed the synthesizer using Max.
- Robotics** University of Nebraska-Lincoln  
**Project** Fall 2020
- Designed a robot inspired by "Useless Robots" with several degrees of freedom to study complex kinematics in relation to simple tasks.
  - Programmed the robot using MATLAB and controlled its motion with an Arduino and servos motors.
- Mechanical Engineering** University of Nebraska-Lincoln  
**Senior Design Project** Summer 2020
- Designed and produced a prototype for a wheelchair attachment that improves its ergonomics.
  - Coordinated virtual meetings with faculty and clients.
  - Produced a video presentation to communicate engineering and design details of prototype.

## Work Experience

- Learning Spaces Support Associate** Lincoln, NE  
University of Nebraska-Lincoln Jan.- Jul. 2021
- Support learning in the classroom via technical assistance with audio/video technologies such as projectors, microphones, cameras, computers, and displays.
  - Train faculty on usage of technology in classrooms including support with Zoom and lecture capture
  - Collaborate with a team to install upgraded equipment, including yearly classroom up-cycles
- Quality Engineer Intern** Boyertown, PA  
Judson A Smith Company May-Aug. 2018
- Compiled series of data into simplified spreadsheets and evaluated them for positive and negative trends.
  - Established connections with various machine operators and managers to construct quality improvement projects.