

## Education

### **Carnegie Mellon University, Entertainment Technology Center**

*Pittsburgh, PA*

- M.E.T. Master of Entertainment Technology Expected May, 2016

### **Mercyhurst University**

*Erie, PA*

- B.A. in Art Education, Minor: Graphic Design May, 2014

## Projects

### **Energy Lab: Semester Project**

*ETC, Spring 2015 Role: Designer, 2D/UI Artist, Co-producer*

- Collaborated with a team to produce an interactive installation for a local middle school that educates students about fossil fuels
- Managed client interactions and external communications
- Designed game mechanics, installation concepts, and 2D artwork

### **Building Virtual Worlds**

*ETC, Fall 2014 Role: Artist, Designer, Producer*

- Developed interactive experiences for various platforms including the Kinect, Eye Gaze Tracker, Oculus Rift and PS Move
- Practiced rapid prototyping, iteration, and collaborative problem solving in teams of 4-5 students
- Worked with a variety of digital art tools including the Adobe Creative Suite and Maya

## Experience

### **National High School Game Academy 2D Art TA**

*Carnegie Mellon University, June 2015-Present*

- Planned curriculum and taught lessons on 2D game art
- Mentored students through projects and helped them learn about art in the game industry

### **Graphic Design Workstudy**

*Mercyhurst University, Fall 2010-Winter 2014*

- Designed department newsletters and maintained lab displays
- Assisted with the production of a faculty art show

### **Marketing and IT Intern/Teller**

*Widget Financial Summer 2013/14*

- Designed digital and printed promotional materials on brand
- Scripted, filmed and edited an interactive financial literacy simulation for students

## Personal

### **Global Game Jam 2015**

*Pittsburgh, PA, Winter 2015 Role: Artist*

- Collaborated on a team of five to design an adventure-platformer game in 48hours

### **TES Summit/Now I Get It Jam Volunteer**

*Pittsburgh, PA, Spring 2015*

- Assisted with set up, media, and program management for the ETC's first Transformational Experiences Summit

## Skills

### **Digital**

indesign  
photoshop  
illustrator  
after effects  
premiere  
maya  
dreamweaver  
html  
css  
sketchup  
javascript  
unity  
performe

### **Conceptual**

storyboarding  
concept art  
game design  
graphic design  
character design  
layout

### **Traditional**

drawing  
painting  
printmaking  
ceramics  
photography

### **Interests**

reading  
storytelling  
video editing  
show control  
swimming  
ballroom dancing