

SUMMARY

4+ years of developing a wide variety of game designs and implementing them in diverse teams to provide fun and engaging narratives to guests.

EXPERIENCE

Cortina Productions (McLean, VA)

Interactive Producer | June - October 2016

- Developed concepts and wrote scripts for various interactive audio-visual experiences .
- Supervised and coordinated work between producers, designers, and programmers.
- Ran playtests to identify design risks and implemented results to enhance guest experience
- Scheduled and organized meetings with department directors and executives who were working on 10+ projects.

Carnegie Mellon University *Entertainment Technology Center* (Pittsburgh, PA)

Game Design TA | Jan - May 2016

- Responsibilities include critiquing and grading game design assignments and consulting regularly with students.
- Answers directly to Professor Jesse Schell.

Walt Disney Imagineering (Glendale, CA)

Creative Technology Internship | May - August 2015

- Developed internal tools for pre-visualization of attractions.
- Assisted mock-up and prototyping through hardware and software development.

ScrollMotion (Manhattan, NYC, NY)

Software Engineer | 2012-2014

- A technology startup focused on making enterprise solutions on tablet devices.
- Worked on different facets of software architecture and development including the database, web client and APIs for the client devices.

ACADEMIC PROJECTS

VR and Game Design (CMU-ETC, Sony PlayStation)

Game Designer/Co-Producer | Jan - May 2016

- Rapidly prototyped mechanics and feedback of play that are unique to VR in 3 week sprints.
- Iterated the prototypes with programmers and worked with artists to make storyboards.
- Balanced client and team expectations, scheduled and ran playtests, and created workable tasks for the team based on the designs.

Energy Lab (CMU-ETC, Elizabeth Forward Middle School)

Programmer/Artist | Aug - Dec 2015

- In a team of five, transformed a typical classroom into an interactive learning environment.
- Designed and developed the physics simulation, content for the secondary audience, terrains for the gameplay and the networked competition system.

Rain4ests (CMU-ETC, Mountainview Elementary School)

Producer | Jan - May 2015

- Android tablets game teaching 1st to 3rd graders about the rainforest biome.
- Fostered the collective creative vision of the team of seven, ensured its implementation and scheduled, setup and ran six playtests.

Ani-mapping (Georgia Tech)

Programmer/Experience Designer | Jan - May 2012

- Created a Tangible Media Installation of a fish puppet to control a virtual representation of a bird in a team of four.
- Programmed the virtual bird control and mapped ergonomics for the embodied puppet.
- Exhibited at Stubbins Gallery in Georgia Tech.

EDUCATION

Carnegie Mellon University *Entertainment Technology Center*

Pittsburgh, PA | May 2016

- Master of Entertainment Technology.

Georgia Institute of Technology

Atlanta, GA | May 2012

- Bachelors of Science in Computational Media.

digital skills

Unity
Autodesk Maya
Photoshop
Illustrator
Unreal 4
Articy: Draft

programming skills

Python
C#
C++

relevant coursework

Game Design
Expanded Theater Studio
Visual Story
RPG Writing
Improvisational Acting
Experimental Digital Media
Mixed Reality Design

production skills

Perforce
Github
SCRUM
Agile Development Process
JIRA

activities

Vice-President
Anime-o-Tekku
(Georgia Tech Anime club)

Volunteer
Momo-con
Atlanta Anime/Gaming
Convention