

Work/Intern Experience:

- Dairy Queen: 7 years
- University of Nebraska-Lincoln music library: 4 years
- Visual Production intern at American Equity for summer 2020
 - Due to COVID-19, the internship did not happen

Computer Software:

- After Effects
- Avid Media Composer
- Max MSP
- Maya
- Mocha
- Photoshop
- Premiere Pro
- Pro Tools
- Toon Boom: Storyboard Pro
- Unity

Education/Courses:

- Collaborator on *Planet Junk* Worldbuild with Alex McDowell
- Digital Image Manipulation/Photoshop course
- Entrepreneurial Management
- Maya modeling course
- Motion Graphics
- Narrative storytelling
- Post-production course
- Principles of Design course
- Rigging/Skinning (planned for Spring 22)
- VFX course
- Virtual reality/Unity course
- Visual Expressions II (continuation of Principles of Design)

Filmography/Game Experience:

- *Scooped* (2019), co-writer, actress, co-producer
- *before* (2019), director, storyboard artist
- *Umbra* (2019), producer, editor
- *Bloom* (2019), director, storyboard artist
- *Boom Mike* (2020), storyboarder
- *Going in Blind*, co-writer, intended storyboard artist, 1st AC
 - Project terminated because of COVID-19
- *Mountain Climber* (2021), storyboarder
- *Think Fast* (2021), art assistant
- Videos for UNL Library Branches (8 videos, 2020), director, editor, cinematographer
- Freeman School VR Project (2021), writer, co-modeler, lighting/terrain
- “Project 046” video game (2022), writer, co-modeler, part of lead team
- *Human Error* (2022), producer/UPM