



## Skills

- Unity
- Unreal Engine 5
- Maya
- Cinema 4D
- Motion Capture
- Rokoko
- Adobe Dreamweaver
- Adobe Photoshop
- C#
- HTML
- Css
- Team Management
- Leadership
- Google Drive
- Microsoft
- Paint.net

## Experience

### Catapallo VR, Reading PA

A company that creates virtual reality experiences for neurodivergent people. Creating a safe place for them to practice navigating life.

- Remote internship - summer 2025
- Odds and ends work polishing the VR modules
- Learned a software called CenarioVR
- Worked with a team of interns to recreate a tutorial piece for all the modules

### SITE Conference

The Society for Information Technology and Teacher Education. Is an international, academic association of teacher educators, researchers, practitioners and collaborating organizations across multiple disciplines.

- 2024 Vegas NV, Planet Hollywood Presented preliminary work on a concept project for creating an AR based application for an university art gallery
- 2025 Orlando FL, University of Central Florida Presented the beginning stages of how we began to build the application

## Education

Wilkes University, 2025  
Bachelor of Arts degree in Digital Design + Media Art  
Minors in Game and Emergent Technology, Computer Science

## Portfolio Glance

### 2D games built in Unity

- Up Stream
- Lazer Cat

### 3D games built in Unity

- Among the Hedges
- Quantum Computing VR

## Contact Me

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