

EDUCATION

- University of Southern California** fall 2016 - present
Master of Fine Arts - John C. Hench Division of Animation & Digital Arts
- CarnegieMellon University** fall 2012 - spring 2016
Bachelor of Fine Arts - Electronic Time Based Media / Minor - Animation and Special Effects

EXPERIENCE

- USC Mobile Environmental Media Lab - Animator/Researcher** fall 2016 - present
Create models, animation, and visual direction for various VR and AR projects supervised by Professor Scott Fisher. Work closely with computer scientist and students from USC's Interactive Media department.
- Disney Research - Lab Associate - Digital Artist Intern** summer 2015 - summer 2016
Created content for various numbers of research projects involving animation, 3D modeling, and motion graphics. Contributed to interactive Disney Research projects presented at ACM SIGGRAPH 2015 and GDC 2016.
- Game Developers Conference - Conference Associate** march 13 - 18, 2016
Chosen to aid GDC 2016. Assisted in VR demos and guided conference attendees and lecturers.
- ACM Siggraph 2015 - Student Volunteer** aug 8 - 14, 2015
Selected among numerous applicants to aid stations at Los Angeles ACM SIGGRAPH 2015. Obligations included displaying gallery artwork and assisting in numerous demo presentations.
- World Economic Forum - CMU Demo Operator** sept 8 - 12, 2015
Presented Carnegie Mellon Human Computer Interaction (HCI) virtual learning peer project, Alex, at World Economic Forum (Annual Meeting of the New Champions) in Dalian, China. Translated and operated Chinese demo for duration of conference.
- CMU HCI Research Assistant - Animation Intern** summer 2015 - fall 2015
Translated, animated, and designed Chinese version of CMU'S HCI virtual peer project, Alex. Collaborated with HCI Professor Justine Cassell.
- Mojo Game Studio - Animation Intern** summer 2014 - spring 2015
Produced main character animations in 3Ds Max for first person role-playing game Aderyn's Cradle. Collaborated with programmers and artists for game Kickstarter in Summer 2015.

PROJECTS

- Memory Slugs - Animator/3D Artist** fall 2015 - ongoing
Interactive animation utilizing multiple Oculus Rifts to deliver a novel storytelling structure, where the virtual space reacts to the direction of the viewer's gaze. Facilitates social interaction by encouraging multiple participants to verbally share their experiences.

Vane - Animator/Concept Developer

spring 2015

Interactive animation that uses the Adroid phone's gyroscope and accelerometer to detect movement from the viewer. Project involves a clothes line that flies and unravels as the viewer creates "wind" by shaking the phone.

Facial Performance - Motion Capture Artist/3D Artist

spring 2015

Collaborative project experimenting with mapping human expressions onto nonhuman characters. Facial data acquired through motion capture; remapped data onto models created in Maya.

Save Me Next Time - Animator/3D Artist

fall 2014

Solo animated short about the concept of companionship and death between two fantastical creatures. Completed all 3D components of project in Maya.

Autum - Programmer/Animator/3D Artist

spring 2013

Underwater 3D role-playing game that requires players to manage their time while collecting acorns as a water slug. 3D Assets created in Maya and game programmed in Python.

PUBLICATIONS**Disney Research - Designing Animated Characters for Children of Different Ages**

sept 8 - 12, 2015

Contributing author for Disney Research paper submitted to SIGCHI Interaction Design and Children (IDC) 2016. Created art assets for supporting research to paper.