

EDUCATION

Carnegie Mellon University

fall 2012 - spring 2016

Bachelor of Fine Arts in Electronic Time Based Media / Minor in Animation and Special Effects

EXPERIENCE

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 thousands of applicants to aid various 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.

HONORS/AWARDS**Small Undergraduate Research Grant (SURG)**

spring 2016

Received grant of \$919.00 to support research and funding for "Memory Slugs", an interactive virtual reality project that encourages social interaction between multiple participants.

Henry Armero Memorial Award for Inclusive Creativity

fall 2015 - spring 2016

Received grant of \$200 to fund "Memory Slugs"

Frank-Ratchye Grant

fall 2014

Received grant of \$500.00 to support funding for experimental class project that combined puppeteering and 3D animation.

PUBLICATIONS**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.