**EXPERIENCE**

Project Manager – *Rocket Boots* (*May 2023 – October 2023*)

*Vancouver Film School*

* Final project as part of the Game Design program at VFS
* Third person runner game where you must race across rooftops to pitch your new mobility vehicle, *Rocket Boots*, to potential investors
* Project Manager. Oversaw and managed the project and its scope, maintained documentation and scheduling.
* Audio Implementation using FMOD and C#

Programmer – *Those Damn Fish* (*January 2023 – April 2023*)

*Vancouver Film School*

* Team project as part of the Game Design program at VFS
* Tower Defense game where you must protect your beaver dam from radioactive fish
* Main programmer. Implemented main gameplay systems (tower placement, tower shooting, fish movement, resource manager)
* Audio Implementation using FMOD
* Coordinated with UI programmer and secondary programmer on the implementation of gameplay systems and front-end systems

Lead Usher(*May 2017 – October 2022*)

*Guthrie Theater of Minneapolis, MN*

* Interact with patrons with services such as scanning tickets, directing patrons to their seats, handling any issues that arise.
* Trained in helping patrons with accessibility needs including bringing them to accessibility seats, distributing assisted listening devices
* Assisted the House Supervisor and Security for any medical emergencies that occurred
* Trained in new hires in the procedures along coordinating with the House Supervisor in who has been trained where.
* Filled in for the House Supervisor when they needed to be away from the house to complete other tasks
* Trained and aware of the emergency procedures of the Guthrie and ready to act in the event of an emergency

Assistant Stage Manager, Lead Carpenter (*April – May 2017*)

*BSM Production of* Wonderland: Alice’s Rocking and Rolling Adventure

* Assisted backstage with following the script, setting up and coordinating with set movements and prop usage, reminding, and cueing in actors for their entrances.
* Student leader for set building: helped coordinate and taught students proper use of various tools and building procedures for the theater along with reminding students to follow safety protocols.

Sound Board Operator/Sound A1 (*October – November 2019*)

*U of MN Theater Arts Production of* Collidescope 4.0

* Live mixed all the audio for the production, including the actors’ microphones as well as cueing sound effects through QLab
* Helped with implementation of audio effects during on-stage rehearsals, coordinating with the Sound Designer and the Director
* Powered on and test the sound system, and powered down the system at the end the performance
* Prepared wireless microphones and handed them to the costume run crew to put on the actors

Wireless Microphone Operator/Sound A2 (*February – March 2019*)

*U of MN Theater Arts Production of* Pippin

* Helped the Sound Board Operator power on and test the sound system, powered on the wireless microphone receiver, and test the wireless microphones and band microphones before each performance. Powered down the system at the end the performance
* Prepared wireless microphones and put them on the actors before the performance. Collected the wireless microphones from the actors at the end of the performance.
* Monitored the wireless microphone battery levels backstage and helped diagnose any sound issues that occurred
* Stepped in and assisted the backstage run crew with any tasks that they needed help with.

Sound Designer and Sound Board Operator/Sound A1 (*September – November 2018*)

*Carved Out Theater’s Production of* Spring Awakening

* Sound designed the production and coordinated with the Director for design decisions
* Live mixed all the audio for the production, including the actors’ microphones as well as cueing sound effects through QLab
* Helped with implementation of audio effects during on-stage rehearsals, coordinating with the Sound Designer and the Director
* Powered on and test the sound system, and powered down the system at the end the performance
* Prepared wireless microphones and handed them to the costume run crew to put on the actors

Spotlight Operator (*November – December 2016*)

*Stages Theater’s Production of* Rudolph the Red Nosed Reindeer

Deck Hand (*August 2016*)

*“Interlochen Presents” Production of* Catch Me if You Can

Set Builder (*October 2014 – May 2017*)

*Various BSM Theater Productions*

Summer Technical Theater Camp (*July 2015*)

*Guthrie Theater of Minneapolis, MN*

Assistant Sound FX, Microphone Battery Runner, Set Builder (*October 2014*)

*BSM Production of* The Legend of Sleepy Hollow

Music Operator and Assistant Sound Board Operator (*June 2014*)

*ISB International Fair*

Video Operator (*March 2014*)

*ISB Parents Quiz Night*

Head of Wireless Microphones, Sound FX Designer and Operator (*February 2014*)

*ISB Fiechten production of* The Prince and the Pauper

Sound Board Operator (*2013 – 2014*)

*Various Instrumental and Voice Productions ISB (Band and Choir Concerts)*

Assistant Wireless Microphone Coordinator (*December 2013*)

*ISB production of* The Sound of Music

**OTHER EXPERIENCE**

Skilled in Audio Editing with REAPER and Audacity

Skilled in Audio Design programing in QLab

Skilled in drafting, 3d modeling, and CAD with Vectorworks

Elementary Proficiency in MATLAB

Proficient knowledge in Microsoft Windows 10 and Apple macOS operating systems

Intermediate skills playing the Alto and Soprano Saxophone

~~Elementary skills playing the Bagpipe Chanter~~

**EDUCATION**

**Vancouver Film School – Game Design**

*Vancouver, BC Canada* (*October 2022 – October 2023*)

**University of Minnesota – College of Liberal Arts, Bachelor of Arts, Theater and Physics** *Minneapolis, MN United States of America* (*August 2017 – May 2021*)

*GPA: 3.467*

**LANGUAGES**

Spanish – Casual Conversational

German – Elementary Proficiency

~~Irish – Elementary Proficiency~~