

Education

University of Utah

Postgraduate Expected Graduation - 2015

[MEAE: Entertainment Arts & Engineering](#) – Producer Track

Undergraduate - 2011

[BA: International Studies](#) - International Trade & Commerce / Spanish minor

Experience

Unity QA – [Myrooms.com](#)

Aug 2013 – Jan 2014 | Salt Lake City, Utah

- First QA hire on Unity engine team. Wrote main testing plans for the project and subsequently trained full time QA management.
- Consulted on design, agile/scrum processes, and sprint planning
- Assisted in bug metric reporting and promoting test builds to live

VMI Database Specialist – [Industrial Supply Company](#)

October 2012 – Aug 2013 | Salt Lake City, Utah

- Responsible for replenishment and uptime of 100+ consignment locations and industrial appliances
- Database administrator of domestic and Latin American clusters

Technology Consultant – [Adrem Technologies](#)

February 2012 – October 2012 | Salt Lake City, Utah

- Planned intricate and technical architecture projects from inception to completion on a large scale
- Multilingual (Spanish) technical consulting in fast paced startup

Embedded QA - [Electronic Arts](#)

March 2011 – February 2012 | Salt Lake City, Utah

- Main liaison between engineering and QA teams
- Ran pre-build checks and recommended main line build promotions
- Designed Alpha, Beta, and Final feature checklists

IT Project Manager – [Huber, Erickson, & Bowman CPAs](#)

January 2008 – March 2011 | Salt Lake City, Utah

- Sole IT project manager for 60+ professional accountants
- Designed infrastructure for new company location
- Created profitable digital retirement plan

Released Games & Game Content

2014

Myrooms.com
(Unity QA)

2013

You May fire when ready
(Producer / Designer)

2011

Sims 3 Store DLC
(Embedded QA)

2011

Sims 3 ShowTime
(Embedded QA)

2010

Sims 3 pets 3DS
(Embedded QA)

Hobbies and Other

- Hobbies include: photography, drumming, and cycling
- Triathlete and Eagle Scout
- Completely fluent Spanish speaker. Limited working Portuguese proficiency.