
Product Manager with hybrid creative & technical background. Based in San Francisco, California.

HIGHLIGHTS

- ✓ 7+ years experience managing creative and technical products, high-profile clients, and business operations.
- ✓ Led product management and contributed to code for multiple apps in full-stack JavaScript, Unity and C#.
- ✓ Delivered a 45 minute technical talk on VR concepts, A-Frame, and Unity in Tokyo.
- ✓ Co-founded a profitable creative technology consultancy with startup clients across three continents.
- ✓ Chosen for the highly selective Artist-in-Residence program with the U.S. National Park Service.
- ✓ Film awards include selection into major film festivals and contributions to an Emmy-nominated production.

TECHNICAL SKILLS

Expert | Adobe Suite | Strong | JavaScript ES6+, Node.js, SQL, RESTful, GraphQL | Experienced | Unity, C#, ReactJS, Vue.js

RECENT PROJECTS

Ego Trip

→ Product Manager & Unity Developer

- Led product design and functional requirements for a VR app that visualizes privately stored Facebook data.
- Designed layout and interaction behavior in Unity. Wrote the C# integration for Android VR / Daydream device.
- Created with a team of four in Tokyo, Japan. <https://mindsweeper-app.herokuapp.com/>

Glyphitti

→ Product Manager & JavaScript Developer

- Developed VR app for park visitors to interact with ecologically fragile locations, by placing virtual petroglyphs on historic cave walls. Created for the Artist-in-Residence program at the Petrified Forest National Park in Arizona.
- Collaborated with U.S. National Park Service staff to capture 75 famous locations in 360, and developed the application using A-Frame (Three.js framework), React components, and deployed with Heroku.

WORK EXPERIENCE

NonQuixote

2017 - Present

A boutique creative technology agency focused on the intersection of storytelling, code, and education.
Based in San Francisco and Los Angeles, California.

→ Co-Founder and CEO

- Bootstrapped agency with \$10k investment; successfully generated \$100k of revenue within 7 months of launch.
- Owned all business operations, creative strategy, production workflows, and client relationship management.
- Managed contractor team, including creatives, project managers, and industry experts.
- Clients included enterprise and technology startup organizations across the U.S., Japan, Spain, and Italy, including the International Society for Technology in Education and Digital Promise for the Michael Susan Dell Foundation and Chan Zuckerberg Foundation.

WORK EXPERIENCE (CONTINUED)

Digital Promise

2014-2016

A Congressionally-authorized education thinktank & NGO. Based in Washington, D.C. and Redwood City, CA.

→ Digital Storyteller

- Took the initiative to scale marketing efforts and increase efficiency across the organization by designing a filmmaking curriculum that was implemented in all 30+ locations across the United States.
- Furthered marketing goals and qualitative research goals of the Verizon Foundation and Digital Promise by producing regular content and creating a pipeline for user-generated content in Raleigh, North Carolina.

Center for Documentary Studies at Duke University

2014-2016

The nation's first institution dedicated to the instruction of documentary and a non-profit affiliate of Duke University. Based in Durham, North Carolina.

→ Instructor and Media Specialist

- Developed curriculum and taught classes that included Intro to DSLR filmmaking and iPhoneography.
- Managed website content updates, backed up files to local directories, and performed QA and troubleshooting.
- Increased operational efficiency by 25% in the equipment library by implementing a barcoding system.

Cloud Imperium Games

2013-2014

Producer of the multiplayer game and IP Star Citizen. Based in Los Angeles, California.

→ Media Producer

- Coordinated the production, editing, and delivery of media content out of the L.A. office headquarters during the \$13-40 million funding surge.
- Managed the production of two YouTube shows garnering millions of views.

FILM AWARDS

- ✓ Emmy nomination for Best Cinematography for Killer in the Caves. 2013. Filmed and delivered slow-motion video.
- ✓ Documentary Short Finalist for Heartland Film Festival. 2016. Accolade granted us eligibility for Academy Award.
- ✓ Film screenings at top tier film festivals including: Miami Art Basel (2014), AFI Docs (2016), and New York Film Festival (2016). Each receiving 20,000+ submissions annually, less than 5% of applicants worldwide are admitted.
- ✓ Artist in Residence with U.S. National Park Service. 2017. Competed against Guggenheim fellows for appointment.
- ✓ CINE Golden Eagle Award Finalist. 2017. Was 1 of 20 Academy Award eligible nominations that was selected.

INTERESTS

Restoring vending machines, woodworking, manufacturing art card decks with collaged graphic design (produced 10+), Final Fantasy VII, desert environments, guerrilla filmmaking.

EDUCATION

UNC School of the Arts | North Carolina, 2012 | BFA in Filmmaking | Focus: Directing
Code Chrysalis | Tokyo, 2019 | Advanced Software Engineering Immersive | Focus: Full Stack JavaScript, C#, Unity
Product School | San Francisco, 2020 | Product Management Certificate | Focus: Product Management