

HIGHLIGHT

A highly resourceful, innovative, kind and enthusiastic individual who possesses a considerable amount of knowledge about administrative procedures and digital media topics. A quick learner who is experienced in coordinating, planning, and working proactively in a busy environment. Currently immersed and interested in the future of Motion and Volumetric Capture technology.

EDUCATION

BS, Integrated Digital Media
New York University
Tandon School of Engineering
September 2015 -
Expected Graduation May 2019

Courses Including:

Motion Capture
Motion Capture for Dance*
Intro to Computer Animation*
Costumes as Game Controllers
Creative Coding
Interactive Installation
Wearable Technology

Bergen County Technical High School
Computer Science Major
2011 - 2015

Courses Including:

Adobe Suite
Cisco Networking
JavaScript

SKILLS

Technical

Adobe Creative Suite, Microsoft Office, Google Apps, Citrix Giftworks, Basic HTML, CSS, C++, and Arduino Programming, Optitrack Motion Capture Pipeline, Basic Unreal for Mocap Pipeline, Notch MoCap System, Perception Neuron MoCap System, 360° Video Production, Basic Unity / Unity VR, P5.js, Max, Madmapper

Process, Collaboration & Organization

Basecamp, Trello, Slack, Wordpress, Dropbox, Github

Language

Fluent Spanish

CURRENT EXPERIENCE AND PAST PROJECTS

Motion Capture Teaching Assistant | New York University | March 2018 - Present

As the MoCap Teaching Assistant, responsibilities include running lab sessions for the semester's Bodies In Motion course, monitoring and logging requests for the use of the MoCap studio space, and aiding students through the completion of their recording sessions using the Optitrack Motion Capture system, as well cleaning data using Motive. Other tasks include organizing and tracking inventory of the space, laundering suits, providing students with access to VR equipment, and leading student Motion Capture training sessions. Additionally I lead/facilitate client shoots that use our small studio space. Projects including capturing and cleaned motion data have been premiered at large festivals including Panorama Music Festival and Burningman, as well as NYU's own student showcases.

Depthkit Hardware Testing Intern | Scatter | August 2018 - Present

Depthkit is a widely used solution for volumetric video capture for AR, VR, MR, and other immersive media. As their intern, I vigorously test all capabilities of each version of their Depthkit software, using Kinect and Intel Realsense sensors, to find bugs and provide performance feedback. Additionally I test each version of their Unity plugin, creating PC, Mac, Iphone and Android Builds that feature depthkit assets. As a side project I assist with studio maintenance and manage the test bed of computers to determine minimum spec. requirements. Through this position I have gained immense knowledge about volumetric capture practices.

Curatorial/Programs Intern | Rhizome | May 2018 - August 2018

At Rhizome I assisted with admin and digital tasks related to upcoming events and their online website. Tasks included editing videos for their vimeo, editing images for their website, publishing posts, gathering image rights, shipping domestic and international packages, and navigating their webrecorder software. Additionally I helped Rhizomes larger scale events run smoothly, by running the sign in tables, wrangling VIP guests, and demonstrating affiliated mobile and VR experiences.

Operations Assistant | Intellishore | February 2017 - September 2018

Intellishore is a financial technology services company that manages loan portfolios using their proprietary Online platform. As an operations assistant I was responsible for both administrative and customer service tasks. Using the platform I assisted in managing the loan portfolio by helping borrowers with tasks such as credit corrections, payment plans, and loan management guidance.

Operations & Production Intern | New Inc. | June 2017 - September 2017

At NEW INC, a small non-profit tech/art incubator within the New Museum, I assisted staff with day-to-day operations and managing the communal creative spaces by conducting research and aiding with organization. Apart from daily operations I was assigned the task of maintaining the Members section of the NEW INC website, keeping historical record of past member information, and updating the influx of new member information for their website using squarespace.

Music Management Intern | Cool Managers | November 2016 - January 2017

Cool Managers is a Brooklyn based music management company working with artists ranging from pop singers such as QT to international touring artists like Dev Hynes. While at Cool, I was responsible for designing signage and flyers for upcoming tours, conceptualizing and designing artist merchandise, keeping up with artist royalty collection, assisting on video shoots and rehearsals, as well as tracking artist social media trends.

Assistant Teacher | P.S. 41 - America Reads and Counts | January 2016 - May 2017

Hostess/Server | Penny Farthing/Linen Hall/Phebe's | February 2016 - January 2017

Communications Intern | US Sciences Po Foundation | August 2016 - November 2016

Brand Building Volunteer | UNICEF | September 2014 - June 2015