Kayzelle Dagum

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EDUCATION

University of Nevada, Las Vegas — Las Vegas, NV
Bachelor of Science in Entertainment Engineering and Design — *Estimated May 2027*
- Clubs & Organizations: Member of Themed Entertainment Association, Girls Who Code
- Relevant Coursework: Material Science & Fabrication Techniques, Basic Kinetic Structures, Multi-Media Design

SKILLS

Software: Microsoft Word, Excel, PowerPoint, Outlook; Google Docs, Sheets, Slides, Drive; Adobe Photoshop
Programming: C++, C#, Java, JavaScript, HTML, CSS
Tools & Platforms: AutoCAD, Fusion 360, VS Code, Visual Studio, R2 Inventory Management, macOS, Windows
Languages: English (native), Tagalog (conversational)

EXPERIENCE

QC Tech Video 1 — February 2025 – Present
LMG, LLC – Entertainment Technology Partners — *Las Vegas, NV*
- Conducted quality control, calibration, and cleaning on 200+ Panasonic, Christie, and Sony projectors to meet event standards for audiences of up to 10,000
- Tested, cleaned, and maintained macOS and Windows laptop kits, ensuring system functionality for production teams
- Tracked equipment status, repairs, and outbound orders using R2 inventory software, Microsoft Excel, and Google Sheets to ensure accuracy and accountability across departments

FlexForce Technician — November 2023 – February 2025
LMG, LLC – Entertainment Technology Partners — *Las Vegas, NV*
- Streamlined order fulfillment by scanning equipment using R2 inventory management software
- Collaborated in Video, Audio, Lighting, and LED disciplines, contributing to the setup, testing, and preparation of A/V equipment for shows and tours
- Safely loaded and unloaded trucks and returned rental equipment

Stagehand — October 2024 – January 2025
LMG, LLC – Entertainment Technology Partners — *Las Vegas, NV*
- Contributed to the setup, operation, and strike of A/V systems for live events, with a focus on video equipment
- Demonstrated adaptability and teamwork under tight deadlines to ensure event success

PROJECTS

ilysm | *CSS, HTML, JavaScript, Adobe Photoshop* — July 2023 – Present
- Developed a personal website that promotes positivity within an online community, receiving over 3,000 unique monthly visitors and surpassing 85,000 total visits
- Illustrated website background images, assets, and visuals using Adobe Photoshop to enhance the site's aesthetic appeal and functionality
- Utilized animations to dynamically present images, adding depth to the user experience

Horse Strandbeest | *Fusion 360, AutoCAD, 3D Modeling* — March 2025 – May 2025
- Designed a kinetic horse sculpture in Fusion 360, featuring Theo Jansen–inspired linkages that simulate natural walking motion
- Converted 3D models into 2D AutoCAD files for laser cutting and built the structure from 1/4" plywood with a custom base and ergonomic handle
- Prototyped and refined linkage geometry through testing to achieve a fully functional and cohesive mechanical movement

FORMZINE VOL. 1 | *Adobe Photoshop* — March 2022
- Illustrated a two-page digital art spread featured in a collaborative zine alongside 40+ artists
- Supported a community-led fundraiser that donated 100% of proceeds to RAINN

CERTIFICATIONS

Stagehand Bootcamp 2024 — June 2024
The CoiL Learning Center