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 2026*
- Dean's Honors List: Fall 2021, Spring 2022, & Fall 2024
- Clubs & Organizations: Member of Themed Entertainment Association, Girls Who Code

EXPERIENCE

Freelance Stagehand — October 2024 – Present
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

Projection QC Technician — August 2024 – Present
LMG, LLC – Entertainment Technology Partners — *Las Vegas, NV*
- Conducted quality control on over 150 projectors, including Panasonic, Christie, and Sony models, ensuring compliance with event standards
- Calibrated, tested, and cleaned projectors for events with audiences of up to 10,000
- Performed boresight adjustments and convergence calibration on projectors to optimize visual alignment

FlexForce Technician — November 2023 – Present
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

PROJECTS

ilysm | *CSS, HTML, JavaScript, Adobe Photoshop* — July 2023 – Present
- Developed a personal website receiving over 3,000 unique visits monthly, emphasizing positivity within an online community
- 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

Cat-Shaped Mailbox — April 2024 – May 2024
- Recreated a fully functional, cat-shaped mailbox based on a single measurement and low-resolution reference image, achieving a 99% design accuracy
- Employed prototyping, woodworking, metalworking, and painting techniques to replicate the object

FORMZINE VOL. 1 | *Adobe Photoshop* — March 2022
- Illustrated a two-page visual art spread using Adobe Photoshop, contributing to a zine
- Collaborated with a community of 40+ like-minded artists, pushing the boundaries of artistic expression
- Supported a fundraising initiative that donated 100% of proceeds to RAINN

CERTIFICATIONS

Stagehand Bootcamp 2024 — June 2024
The CoiL Learning Center

SKILLS

Languages: C++, C#, Java, JavaScript, HTML/CSS
Tools: AutoCAD, VS Code, Visual Studio, Adobe Photoshop, R2, Microsoft Office (Word, Excel, PowerPoint, Outlook)