





Woodbury University



IT Technician

Burbank, CA

11/22 - Present

Provided technical support to faculty, staff, & students, documented and escalated issues using ticketing system Installed and managed AV equipment in classrooms and for campus special events, lectures, & student activities

Odd Orca



Musical Director. Audio Systems Programmer, Composer

Remote

11/21 - Present

Wrote, recorded, produced, & engineered adaptive musical scores for the studio's debut video game in FL Studio 20 Responsible for building & implementing an efficient adaptive audio system within <u>Unreal Engine 4</u> utilizing blueprints Worked with developers to maintain compatibility between the character controller and adaptive music/sound effects

Treobytes



Administrator. Facilitator

San Diego, CA

08/20 - 11/22 (Seasonal)

Managed district-funded grant program for STEM education across 5 schools, led teams utilizing Asana and Slack Developed curriculum for and trained staff to teach STEM classes for various age groups (elementary - high school) Instructed 25+ cohorts in: game dev, programming, digital music production, physical prototyping, & drone piloting

Woodbury University



Student Engagement Advisor. Professor's Assistant

Burbank, CA

01/19 - 04/20

Collaborated with staff to organize, budget, and host both recreational and educational campus events for students Worked as Professor's Assistant, aided professors in delivering lectures & developing curriculum for PPDV 100 class

Video Game Scoring – Composer, Audio Systems Programmer

Film Scoring – Composer, Musical Director

Accomplished Titles: 15 | Upcoming Titles: 5 | Video Game & Mixed Media OSTs

Accomplished Titles: 7 | Upcoming Titles: 3 | Film OSTs

Education – Woodbury University

Senior Bachelor of Science candidate | GPA: 3.84 Major: Applied Computer Science - Media Arts Focus: Game Development | Minor: Filmmaking

Honors – *Academic*

Recipient of Fletcher Jones, Saffell, WISE, and Woodbury Academic Scholarships Dean's List (9/9) | President's List (3/9)

Awards - Professional

From HAIKU: The Story of a Wilting Trillium:

- Tokyo Film Awards: Best Composer, Silver
- NCFA: Best Original Music, Nominee

Software Experience

- Unreal Engine 4 & 5 (+TortoiseSVN)
- Visual Studio Code (+Github repo)
- FL Studio 12-21 (+Komplete 13)
- DaVinci Resolve & Premiere Pro
- Rhinoceros 3D (+Grasshopper)
- Maya (+Arnold Renderer)
- Unity (+Plastic SCM)
- Adobe Illustrator
- Adobe InDesign HacknPlan & Slack
- Microsoft Office Suite
- Google Suite

Programming

- Blueprint (for Unreal)
- C# (for Unity)
- Python (+Processing.py)
- JavaScript (+P5.js)
- HTML & CSS
- C++ (+Arduino IDE)

Primary Skills & Experience

- Music Production & Composition
- Audio Programming (Adaptive)
- Administrative Project Management
- Web/App Development & Design
- Interaction Design & 3D Modeling
- Machine Learning Algorithms