

Curriculum Vitae

**Education**

***M.S. Computational Media. University of California, Santa Cruz. September 2018 – Present.***

Advisor: Nathan Altice

***B.B.A. Marketing. University of Notre Dame. August 2013 – May 2017.***

Second major: Film, Television, and Theatre

Concentration: Television Studies

GPA: 3.83/4.00, magna cum laude

**Publications/Presentations**

“Somebody’s Gotta Read the Rulebook (And It’s Always Me):  
Scaffolding in Analog Games”

February 2019

Presented at Southwest Popular/American Culture Association  
Conference

“‘Hand it over! There’s no time!’: Temporality, Physicality, and  
Collaboration in Escape Game Design”

February 2018

Southwest Popular/American Culture Association Conference

“Splitting the Chimera: Narrative and Gameplay in 999”

February 2017

Southwest Popular/American Culture Association Conference

**Employment**

*Teaching Assistant*

September 2019 –

University of California, Santa Cruz

December 2019

- Guide students through game design and graphic design process as they individually create and craft card games
- Facilitate group feedback sessions and hold individual meetings to help students iterate upon their designs
- Assist students in producing print-ready cards in **Adobe Illustrator**

*Lead Coding Instructor*

June 2017 – June 2018

South Bend Code School

- Taught **HTML**, **CSS**, **jQuery**, and **Scratch** courses from existing curricula.
- Designed course curriculum for teaching **Unity** and **C#** and instructed two cohorts of high school students.
- Created and conducted educational live escape room activity.
- Prepared demo websites and Unity games for class activities.
- Instructed K-12 students individually and in groups, using teaching methods such as lectures and live demonstrations.

*Marketing Research Assistant*

University of Notre Dame

May 2016 – December 2016

- Gathered and interpreted academic papers for literature reviews.
- Conducted long-term **experimental studies** and coded data for analysis.
- Facilitated American Marketing Association academic conference by organizing registration and ensuring sessions ran smoothly.

*Marketing Analytics Intern*

JAMF Software

May 2015 – August 2015

- Collected data on customer demographics and preferences through **qualitative research methods** such as **surveys** and **interviews**.
- Analyzed data and reported findings by visualizing data graphically.

**Skills**

- Development: Unity, C#, JavaScript, Java
- 3D Modeling and Animation: Autodesk Maya and Mudbox
- Editing: Adobe Premiere Pro, AfterEffects, and Photoshop