

## SELECTED PROJECTS

### Disco Bear

Fall 2016

#### ***Designer and Developer – Group Project***

A heartfelt interactive narrative about a polar bear being asked to dance once again

- Created in Unity Game Engine with C#
- Selected for IndieCade's E3 2017 Showcase
- IGN's Best of E3 2017 Award Nominee

### DuOS

Fall 2016 - Spring 2017

#### ***Puzzle Designer– Group Project***

A 2D puzzle platformer about two robots navigating through a computerized world

- Designed and implemented timed puzzles for various levels
- Acted as producer and ran usability study for the project
- IndiePrize's USA 2017 Best Kids and Family Award Nominee

### The Pipeline Game

Summer 2015

#### ***Designer and Developer – Solo Project***

HTML5 canvas drag-and-drop game used to test employees' understanding of the DreamWorks Animation pipeline

- Used JavaScript, HTML, and CSS
- Created for DreamWorks Animation SKG

## EXPERIENCE

### UI / UX Designer

August 2017 - present

#### ***Keck School of Medicine of USC***

Los Angeles, CA

- Designed status dashboard for emergency department personnel
- Created interactive prototype in Axure RP 8

### Training Services / Documentation Intern

May 2016 - August 2016

#### ***DreamWorks Animation SKG***

Glendale, CA

- Evaluated UX theme-building plugin for studio wiki
- Created interactive visualization for archiving outdated wiki pages
- Created Intro to JavaScript class for DreamWorks employees

### Education Intern

May 2015 - August 2015

#### ***DreamWorks Animation SKG***

Glendale, CA

- Assisted with content management on DreamWorks wiki system
- Re-designed wiki pages for better user experience
- Created an interactive game based on the DreamWorks pipeline

### Instructor

June 2013 - August 2013

#### ***iD Tech Camps***

Seattle, WA

- Instructed students in Java coding and Minecraft modding
- Supervised campers in an overnight camp setting

## EDUCATION

### University of Southern California

MFA in Interactive Media

Expected Graduation Date: May 2018

### Rochester Institute of Technology

BSc in Game Design and Development

Psychology Minor

## SKILLS

### Programming Languages:

C#  
JavaScript  
HTML  
CSS

### Software:

Unity Game Engine  
Microsoft Visual Studio  
MonoDevelop  
Sublime Text Editor  
Axure RP 8  
Maya  
Adobe CC  
Photoshop  
Illustrator  
Premiere Pro

## ACTIVITIES

Alpha Xi Delta: Delta Lambda Alum

## RECOGNITION

Girl Scouts 2010 Gold Award

IGDAF Intel Scholar for GDC 2015