

FEATURED PROJECTS

Stepstone Island

Project Lead & Gameplay Programmer - Group Project (6 ppl)

Use fitness data to collect resources, clean debris, and restore Stepstone Island back to health in this mobile fitness game.

- Developed as my MFA in Interactive Media thesis project
- Designed to raise awareness of player exercise habits
- Incorporated Apple's HealthKit API to read in data from the Health app
- Programmed gameplay in C# for Apple iPhone devices
- Published on the Apple App Store (currently rated 4.9 out of 5.0 stars)

Software Used: Unity Game Engine, Xcode, MonoDevelop, Microsoft Visual Studio, Adobe Photoshop CC, Adobe Illustrator CC, SourceTree

Disco Bear

Game Designer - Group Project (3 ppl)

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

- Prototyped original dancing bear movement and concept
- Co-designed a 3-part "redemption arc" narrative
- Applied Koreographer plug-in to animate assets based on musical beat
- Programmed in C# for WebGL and PC builds
- Exhibited at IndieCade's E3 2017 Showcase & Night Games Exhibit

Software Used: Unity Game Engine, Unity WebGL, MonoDevelop, Microsoft Visual Studio, Adobe Photoshop CC, Adobe Illustrator CC, SourceTree

The Pipeline Game for DreamWorks Animation SKG

Game Designer & Developer - Solo Project

A HTML5 canvas drag-and-drop game used to test employee understanding of the DreamWorks animation pipeline.

- Designed and implemented all aspects of this project
- Programmed in JavaScript, HTML5, and CSS

Software Used: Chrome, Chrome Inspector, Notepad

EXPERIENCE

UI / UX Designer

USC Gehr Family Center for Health Systems Science

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

2017
Los Angeles, CA

Training Services / Documentation Intern

DreamWorks Animation SKG

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- Created interactive visualization for archiving outdated wiki pages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

2016
Glendale, CA

Education Intern

DreamWorks Animation SKG

- Assisted with content management on DreamWorks wiki system
- Worked with animators to re-design wiki pages for enhanced user experience
- Created an interactive game based on the DreamWorks animation pipeline

2015
Glendale, CA

EDUCATION

University of Southern California

Class of 2018

MFA in Interactive Media

Rochester Institute of Technology

Class of 2015

BSc in Game Design and Development

Summa Cum Laude

Psychology Minor

Alpha Xi Delta: Delta Lambda Alum

SKILLS

Programming Languages:

C#
JavaScript
HTML
CSS

Familiar With:

Git
Python

RECOGNITION

Girl Scouts 2010 Gold Award

IGDAF Intel Scholar for GDC 2015

ACTIVITIES

2018 IndieCade Juror

2017 QGCon Volunteer