

SELECTED PROJECTS

Stepstone Island

Project Lead, Developer, Designer - 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
- Programmed in C# for Apple iPhone devices
- Incorporated Apple's HealthKit API to read in data from the Health app
- Published on the Apple App Store

Software Used: Unity, Xcode, MonoDevelop, Microsoft Visual Studio, Adobe CC Photoshop, Adobe CC Illustrator, Adobe CC Premiere Pro, SourceTree

Disco Bear

Designer and Developer - Group Project (3 ppl)

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

- Designed as an experiment with simple interactions and comedy
- Programmed in C# in Unity Game Engine
- Exhibited at IndieCade's E3 2017 Showcase & Night Games Exhibit
- Selected for Fantastic Arcade 2017

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

The Pipeline Game for DreamWorks Animation SKG

Designer and Developer - Solo Project

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

- Designed experience for a general audience with simple click & drag mechanic
- Developed with JavaScript, HTML5, and CSS
- Used as part of DreamWorks new employee orientation

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

August 2017 - December 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- Created interactive visualization for archiving outdated wiki pages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

May 2016 - August 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

May 2015 - August 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

SKILLS

Programming Languages:

C#
JavaScript
HTML
CSS

RECOGNITION

Girl Scouts 2010 Gold Award
IGDAF Intel Scholar for GDC 2015

ACTIVITIES

Alpha Xi Delta: Delta Lambda Alum