

SELECTED PROJECTS

Stepstone Island

Lead Designer and Developer – MFA Thesis Project

Exercise to collect resources, clean debris, and restore Stepstone Island

- Created for Apple iPhone devices with Unity 3D in C#
- Incorporates data from Apple's Health App
- Lead a team of six people over the course of a school year

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

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

Disco Bear

Designer and Developer – Team of 3

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

- Created in Unity Game Engine with C#
- Exhibited at IndieCade's E3 2017 Showcase
- Shown at IndieCade 2017 Night Games Exhibit
- Selected for Fantastic Arcade 2017

DuOS

Puzzle Designer – Team of 9

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

EXPERIENCE

UI / UX Designer

August 2017 – December 2017

USC Gehr Family Center for Health Systems Science 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- Created interactive visualization for archiving outdated wiki pages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

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
SourceTree
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