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Rochester Institute of Technology (RIT)
B.S. New Media Interactive Development
GPA: 3.61

OBJECTIVE:

To further my understanding of the product development cycle and make a meaningful impact in client-product interaction. Seeking a summer or fall cooperative education position focusing on interface development and interactive mediums. Available May 2025.

PROJECTS:

Body Language Interactive Exhibit

Jan 2024 - May 2024

- ❖ Work with Touch Designer, Resolume and various networking protocols to provide a scalable and customizable application for live audiovisual experiences.
- ❖ Prototype functionality and scalability for different inputs and configurations.
- ❖ Utilize thermal cameras, point clouds, digital cameras, projectors, and midi controllers to further enhance the interactivity of the exhibit.

Virtual Reality Performance Venues

Sep 2021 - Present

- ❖ Develop and design a live performance venue in Blender and Unity for use with OpenXR-based VR headsets.
- ❖ Utilize C# to add scripting components and interactivity to virtual worlds as well as lighting console integration and dynamic lighting.

Personaliteas

Sep 2024 - Present

- ❖ Prototype and develop a login-based node.js application for building unique web-identities.
- ❖ Using React for front-end and express for service-side rendering with hosting on Heroku, CI/CD integration, and MongoDB / Redis storage.

SKILLS:

Programming: JavaScript, TypeScript, HTML5/CSS, C++, C#, p5.js, React, Python, Arduino, MongoDB, Heroku, Redis, Visual Studio, Git, CI/CD, REST API, .NET.

Creative: Unity, Photoshop, Illustrator, Figma, Resolume Arena, Touch Designer, Blender, ETC Eos.

ACTIVITIES:

RIT VR / AR Club

Sep 2023 - Present

E-Board:

- ❖ Aide in club management and participate in personal and group-based software and hardware projects.
- ❖ Build and install standalone eye tracking on a Valve Index using ESP32s and custom IR emitters.

WORK EXPERIENCE:

RIT Tech Crew, Center for Campus Life

Sep 2022 - Present

Tech Crew Junior Technician

- ❖ Provide lighting, power, and sound for on-campus events.
- ❖ Collaborate with clients and co-workers to provide a seamless event experience without interruptions.
- ❖ Display flexibility throughout complex schedules and atypical hours while maintaining a full-time student schedule.

Shiftall Inc.

Jan 2025 - Present

Exhibitor @ CES 2025

- ❖ Showcase next-generation virtual reality devices to potential clients and business partners.
- ❖ Provide personal feedback and suggestions on prototype devices.