

Skills

- Lighting programming on EOS and GrandMA2 consoles
- Theatrical CAD (Vectorworks, Sketchup)
- Extensive knowledge of QLab (audio, video, lighting, scripting)
- Projection content programming with Isadora, TouchDesigner, and MadMapper
- Experience programming and operating Digico and Behringer sound consoles
- Photoshop, Premiere, After Effects
- Carpentry
- Working knowledge of Spikemark automation software (Creative Conners)

Awards and Recognition

- Jutkowitz Prize for Achievement in the Performing Arts (2025)
- St. Louis Theater Circle Award Nomination – Outstanding Projections or Special Effects (2024)
- Steven Distler Prize for Design and Technical Theatre (2024)

Experience

Lighting

Show	Position	Year	Company
The Curious Incident of the Dog in the Nighttime	Designer	2025	Chaminade College Preparatory School
Pazazz	Designer	2025	St. Louis Academy of Dance
The 25th Annual Putnam County Spelling Bee	Designer	2025	Performing Arts Department, WashU
Urinetown	Designer, Production Electrician	2025	Cast 'n Crew, WashU
'25 Dance Senior Capstone Performance	Designer	2025	Performing Arts Department, WashU
Escape	Designer, Production Electrician	2025	Cast 'n Crew, WashU
A Christmas Carol	Designer	2024	Chaminade College Preparatory School
The Rest Is Silence	Designer	2024	All Student Theatre, WashU
White Rabbit Red Rabbit	Production Electrician	2024	Thyrsus, WashU
Pazazz	Designer	2024	St. Louis Academy of Dance
God of Carnage	Designer	2023	Performing Arts Department, WashU
Serendipity	Production Electrician	2023	Thyrsus, WashU
Fucking A	Designer	2023	Performing Arts Department, WashU
Let's Eat	Designer	2022	Cast 'n Crew, WashU
Do Big Kids Cry	Production Electrician	2022	Bag of Lights Theatre
Retina Burn Concert	Designer	2021	Performing Arts Department, WashU

Video and Projections

Show	Position	Year	Company
Murder on the Orient Express	Ast. Designer	2025	Alabama Shakespeare Festival

The Curious Incident of the Dog in the Nighttime	Designer	2025	Chaminade College Preparatory School
'25 Dance Senior Capstone Performance	Designer, Production Electrician	2025	Performing Arts Department, WashU
Alice in Wonderland	Designer	2024	All Student Theatre, WashU
Hold On*	Designer	2024	The Black Rep
Cabaret	Designer	2023	Performing Arts Department, WashU

*St. Louis Theater Circle award nomination for "Outstanding Projections or Special Effects"

Audio

Show	Position	Year	Company
Next To Normal	Designer, A1	2025	All Student Theatre, WashU
BIG: The Musical	A2	2023	STAGES, St. Louis
The Dust	Designer	2022	Performing Arts Department, WashU
Into the Woods	A2	2022	Performing Arts Department, WashU
Do Big Kids Cry	Designer	2022	Bag of Lights Theatre

Other Roles

Show	Position	Year	Company
The Winter's Tale	Stage Manager	2024	Performing Arts Department, WashU
Something Rotten	Director	2023	Cast 'n Crew, WashU
Let's Eat	Production Manager	2023	Cast 'n Crew, WashU
Gods of Comedy	Stage Manager	2022	Cast 'n Crew, WashU
Addams Family	Ast. Technical Director	2022	Cast 'n Crew, WashU

Associate Software Engineer, Amplify Education -- Remote June 2025 – Present

- Engineer and maintain the Polypad product, resolving bugs and developing new features using TypeScript, Node, Custom Elements, React, MongoDB
- Built internal tooling, including Terraform sandbox and custom lint rules, to improve team efficiency and workflows.
- Contribute to product strategy by assisting with key product pitches.

Technician, Edison Theater, Washington University in St. Louis -- St. Louis, MO September 2022 – May 2025

- Hung, Focused, Striked, and Restored rep and show-specific light plots
- Programed lights (ETC EOS Apex), sound, and video for productions and events
- Operated and maintained the fly system, including motorized and conventional battens
- Worked as lead technician, deck crew, sound engineer (A1 and A2), light board operator during productions and events
- Maintained and repaired light fixtures and cable

Software Engineer Intern, Creative Conners, Inc. -- Warren, RI June 2023 – August 2023

- Built Dark Mode and colorblind modes for Spikemark scenic automation software
- Refactored Spikemark's component styling system, improving app maintainability and design flexibility
- Trained on Creative Conners machine operation and testing

Education

Bachelor of Arts, Washington University in St. Louis Graduated: May 2025

Drama major, Computer Science minor