

Skills

- Projection content programming with Isadora, TouchDesigner, and MadMapper
- Theatrical CAD (Vectorworks, Sketchup)
- Extensive knowledge of QLab, including, projection mapping, timecode, network cues, and scripting)
- Projection system and maintenance
- Adobe Photoshop, Adobe Premiere

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

Show	Position	Year	Company
'25 Dance Senior Capstone Performance	Designer	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
The Incels	Designer	2021	The New Jersey Play Lab

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

Technician, Edison Theater, Washington University in St. Louis

September 2022 – May 2025

- Hang, Focus, Strike, and Restore rep and show-specific plots
- Program and design projections for productions and events
- Operate and maintain the fly system, including motorized and conventional battens
- Work as lead technician, and projections operator for productions and events

Software Engineer Intern, Creative Conners, Inc.

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