

## Technical Experience

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### Lighting Designer

*God of Carnage*  
*Fucking A*  
*Let's Eat*  
*Retina Burn*

Performing Arts Department | WashU, St. Louis  
Performing Arts Department | WashU, St. Louis  
Cast 'n Crew | WashU, St. Louis  
Lighting Technology Course | WashU, St. Louis

### Projection Designer

*Alice in Wonderland*  
*Hold On*  
*Cabaret*  
*The Incels*

All Student Theatre | WashU, St. Louis  
The Black Rep, St. Louis  
Performing Arts Department | WashU, St. Louis  
New Play Exchange | The New Jersey Play Lab

### Stage Manager

*The Winter's Tale*  
*Gods of Comedy*

Performing Arts Department | WashU, St. Louis  
Cast 'n Crew | WashU, St. Louis

### Director

*Something Rotten*

Cast 'n Crew | WashU, St. Louis

### Sound Designer

*The Dust*  
*Do Big Kids Cry?*

Performing Arts Department | WashU, St. Louis  
Bag of Lights Theatre (BOLT)

### A2 (Sound Engineer)

*BIG*  
*Into the Woods*

STAGES, St. Louis  
Performing Arts Department | WashU, St. Louis

### Asst. Technical Director

*Addams Family*

Cast 'n Crew | WashU, St. Louis

## Related Experience

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### Software Engineering Intern, Creative Conners, Inc.

June 2023 – August 2023

- Developed dark mode for Spikemark scenic automation software
- Developed colorblind modes
- Refactored component styling system
- Participated in code reviews
- Trained in machine assembly and testing

### Technician, Edison Theater, Washington University in St. Louis.

September 2022 – Present

- In-house technician
- Typical responsibilities: Light hang/focus/strike; programming lights, sound, projections; deck crew, flyrail

## Skills

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Lighting programming in EOS, GrandMA2, Capture visualization software; Theatrical CAD (Vectorworks, Sketchup); carpentry; QLab; working knowledge of Spikemark automation software; experience with product design and 3D Printing; advanced proficiency with Isadora and MadMapper projection mapping software; Adobe Photoshop, Premiere; Software Development (more information available upon request)

## Education

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**Bachelor's Degree**, Washington University in St. Louis

Expected Graduation: May 2025

*Drama, Computer Science*