

Technical Experience

Lighting Designer	<i>God of Carnage</i> <i>Fucking A</i> <i>Let's Eat</i> <i>Retina Burn</i>	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:	<i>Alice in Wonderland</i> <i>Hold On</i> <i>Cabaret</i> <i>The Incels</i>	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	<i>The Winter's Tale</i> <i>Gods of Comedy</i>	Performing Arts Department WashU, St. Louis Cast 'n Crew WashU, St. Louis
Director	<i>Something Rotten</i>	Cast 'n Crew WashU, St. Louis
Sound Designer	<i>The Dust</i> <i>Do Big Kids Cry?</i>	Performing Arts Department WashU, St. Louis Bag of Lights Theatre (BOLT)
A2 (Sound Engineer)	<i>BIG</i> <i>Into the Woods</i>	STAGES, St. Louis Performing Arts Department WashU, St. Louis
Asst. Technical Director	<i>Addams Family</i>	Cast 'n Crew WashU, St. Louis

Related Experience

Software Engineering Intern , Creative Connors, Inc.	June 2023 – August 2023
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• In-house technician• Typical responsibilities: Light hang/focus/strike; programming lights, sound, projections; deck crew, flyrail	

Skills

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

Bachelor's Degree , Washington University in St. Louis	Expected Graduation: May 2025
<i>Drama major, Computer Science minor</i>	

