

Curriculum Vitae

Education History

M.S. Computational Media. University of California, Santa Cruz. June 2020.

B.B.A. Marketing. University of Notre Dame. May 2017.

Second major: Film, Television, and Theatre

Concentration: Television Studies

Magna cum laude

Teaching and Work Experience

Graduate Teaching Assistant

Sept. 2019 – June 2020

University of California, Santa Cruz

Courses: Visual Communication and Interaction Design,
Human-Centered Design Research, Game Studio III.

Science Internship Program Mentor

June 2019 – August 2019

University of California, Santa Cruz

- Led research team of four high school students in designing and developing a mixed reality escape room using Unity VR.
- Organized brainstorming sessions and group discussions of research papers.

Lead Coding Instructor

June 2017 – June 2018

South Bend Code School

- Designed course curriculum for teaching Unity and C# and instructed two cohorts of high school students.
- Taught HTML, CSS, jQuery, and Scratch courses, leading a team of assistant instructors.
- Created and ran educational live action escape room for reviewing programming concepts.
- Instructed K-12 students individually and in groups using lectures, live demonstrations, and written tutorials.
- Prepared websites and Unity sample games for demonstrations.

Marketing Research Assistant

May 2016 – Dec. 2016

University of Notre Dame

- Conducted human subjects research experiment and coded quantitative data for analysis.
- Gathered and interpreted academic papers for literature reviews.
- Facilitated American Marketing Association academic conference by organizing registration and social activities.

Conference Presentations

“Waist-deep in the Digital: Board Game Adaptations.” Southwest Popular/American Culture Association Conference. Albuquerque, NM. 20 February 2020.

“Somebody’s Gotta Read the Rulebook (And It’s Always Me): Scaffolding in Analog Games.” Southwest Popular/American Culture Association Conference. Albuquerque, NM. 21 February 2019.

“Hand it over! There’s no time!’: Temporality, Physicality, and Collaboration in Escape Game Design.” Southwest Popular/American Culture Association Conference. Albuquerque, NM. 23 February 2018.

“Splitting the Chimera: Narrative and Gameplay in 999.” Southwest Popular/American Culture Association Conference. Albuquerque, NM. 24 February 2017.

Skills

- Programming and Development: Unity, C#, JavaScript, Java
- 3D Modeling and Animation: Autodesk Maya and Mudbox
- Design and Editing: Adobe Premiere Pro, After Effects, Illustrator and Photoshop