

## SELECTED PROJECTS

### Stepstone Island

#### **Project Lead, Developer, Designer - Group Project (6 ppl)**

Use fitness data to collect resources, clean debris, and restore Stepstone Island back to health in this mobile fitness game.

- Developed as my MFA in Interactive Media thesis project
- Designed to raise awareness of player exercise habits
- Incorporated Apple's HealthKit API to read in data from the Health app
- Programmed in C# for Apple iPhone devices
- Published on the Apple App Store

Software Used: Unity, Xcode, MonoDevelop, Microsoft Visual Studio, Adobe CC Photoshop, Adobe CC Illustrator, Adobe CC Premiere Pro, SourceTree

### Disco Bear

#### **Designer and Developer - Group Project (3 ppl)**

A heartfelt interactive narrative about a polar bear being asked to dance once again.

- Prototyped original dancing bear movement and concept
- Integrated events to positively reinforce dancing
- Applied Koreographer plug-in to animate assets based on musical beat
- Programmed in C# for WebGL and PC builds
- Exhibited at IndieCade's E3 2017 Showcase & Night Games Exhibit

Software Used: Unity, Unity WebGL, MonoDevelop, Microsoft Visual Studio, Adobe Photoshop, Adobe Illustrator, SourceTree

### The Pipeline Game for DreamWorks Animation SKG

#### **Designer and Developer - Solo Project**

A HTML5 canvas drag-and-drop game used to test employee understanding of the DreamWorks animation pipeline.

- Designed and implemented all aspects of this project
- Programmed in JavaScript, HTML5, and CSS

Software Used: Chrome, Chrome Inspector, Notepad

## EXPERIENCE

### UI / UX Designer

#### **USC Gehr Family Center for Health Systems Science**

August 2017 - December 2017  
Los Angeles, CA

- Designed status dashboard for emergency department personnel
- Created interactive prototype of dashboard in Axure RP 8

### Training Services / Documentation Intern

#### **DreamWorks Animation SKG**

May 2016 - August 2016  
Glendale, CA

- Evaluated UX theme-building plugin for studio wiki
- Created interactive visualization for archiving outdated wiki pages
- Created Intro to JavaScript class for DreamWorks employees

### Education Intern

#### **DreamWorks Animation SKG**

May 2015 - August 2015  
Glendale, CA

- Assisted with content management on DreamWorks wiki system
- Worked with animators to re-design wiki pages for enhanced user experience
- Created an interactive game based on the DreamWorks animation pipeline

## EDUCATION

### University of Southern California

Class of 2018  
MFA in Interactive Media

### Rochester Institute of Technology

Class of 2015  
BSc in Game Design and Development  
Summa Cum Laude  
Psychology Minor

## SKILLS

### Programming Languages:

C#  
JavaScript  
HTML  
CSS

## RECOGNITION

Girl Scouts 2010 Gold Award  
IGDAF Intel Scholar for GDC 2015

## ACTIVITIES

Alpha Xi Delta: Delta Lambda Alum