

SELECTED PROJECTS

Disco Bear Fall 2016

Designer and Developer – Group Project

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

- Created in Unity Game Engine with C#
- Selected for IndieCade’s E3 2017 Showcase
- IGN’s Best of E3 2017 Award Nominee

DuOS Fall 2016 - Spring 2017

Puzzle Designer– Group Project

A 2D puzzle platformer about two robots navigating through a computerized world

- Designed and implemented timed puzzles for various levels
- Acted as producer and ran usability study for the project
- IndiePrize’s USA 2017 Best Kids and Family Award Nominee

The Pipeline Game Summer 2015

Designer and Developer – Solo Project

HTML5 canvas drag-and-drop game used to test employees’ understanding of the DreamWorks Animation pipeline

- Used JavaScript, HTML, and CSS
- Created for DreamWorks Animation SKG

EXPERIENCE

UI / UX Designer August 2017 - present

USC Gehr Family Center for Health Systems Science Los Angeles, CA

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

Training Services / Documentation Intern May 2016 - August 2016

DreamWorks Animation SKG 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- Created interactive visualization for archiving outdated wiki pages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 May 2015 - August 2015

DreamWorks Animation SKG Glendale, CA

- Assisted with content management on DreamWorks wiki system
- Re-designed wiki pages for better user experience
- Created an interactive game based on the DreamWorks pipeline

Instructor June 2013 - August 2013

iD Tech Camps Seattle, WA

- Instructed students in Java coding and Minecraft modding
- Supervised campers in an overnight camp setting

EDUCATION

University of Southern California

MFA in Interactive Media

Expected Graduation Date: May 2018

Rochester Institute of Technology

BSc in Game Design and Development

Psychology Minor

SKILLS

Programming Languages:

C#
JavaScript
HTML
CSS

Software:

Unity Game Engine
Microsoft Visual Studio
MonoDevelop
Sublime Text Editor
Axure RP 8
Maya
Adobe CC
Photoshop
Illustrator
Premiere Pro

ACTIVITIES

Alpha Xi Delta: Delta Lambda Alum

RECOGNITION

Girl Scouts 2010 Gold Award
IGDAF Intel Scholar for GDC 2015