


UX/Game Designer and Programmer



WORK EXPERIENCE

- GRADUATE VR / 3D PRINTING SPECIALIST @ DILAC** Aug 2016 - Present  Atlanta, GA
DILAC (Digital Integrated Liberal Arts Center)
Introducing Instructors and Professors to current VR and 3D printing technologies, helping with demonstrations and technical support for classes trying to integrate these technologies. Working with Janet Murray, continuing assistance on VR Narrative Design.
- ETV LAB RESEARCH ASSISTANT @ GEORGIA TECH** May 2013 - Nov 2014  Atlanta, GA
Worked with Dr. Janet Murray on VR Narrative structures to include in upcoming Interactive Narrative Courses.
Constructed Demo Scenes in Unity 3D using the HTC Vive.
- RESEARCH TECHNICIAN @ INTERACTIVE MEDIA TECHNOLOGY CENTER** May 2013 - Nov 2014  Atlanta, GA
Worked with: Maribeth Gandy, Peter Presti, and Thad Starner
Fields: Augmented Reality Teaching and Interaction, Games for Cognitive Development, and Wearable Gesture Interfaces
Worked on projects for Google, Verizon, and ACT
- UNDERGRAD / GRADUATE TEACHING ASSISTANT @ GEORGIA TECH** Jan 2010 - May 2013, Aug 2015 - May 2016  Atlanta, GA
Classes taught: Intro Computer Science, Media Device Architecture, Game Design, Game AI.





EDUCATION

- M.S DIGITAL MEDIA - GEORGIA INSTITUTE OF TECHNOLOGY** Aug 2015 - May 2017  Atlanta, GA
Master's focus on Aesthetics of Game Artificial Intelligence, Digital Craft, Interactive Installations, and Maker Culture.
Current GPA: 3.76
- B.S. COMPUTATIONAL MEDIA - GEORGIA INSTITUTE OF TECHNOLOGY** Aug 2009 - Dec 2013  Atlanta, GA
Focus on Intelligence and Game Studies. Gained skills in Unity 3D engine, Interaction Design, Game Design, and Artificial Intelligence Programming.
GPA: 3.14












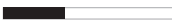




VOLUNTEERING

- 3D PRINTING MASTER / PROTOTYPING INSTRUCTOR @ INVENTION STUDIO - GEORGIA TECH** Sep 2015 - Present  Atlanta, GA
Operating and maintaining a 3D printing fleet of over 40 3D printers, contributing to maker culture in the Invention Studio. Helping students learn best manufacturing methods for given projects, while maintaining a safe environment
- SENIOR DIRECTOR OF VOLUNTEERING @ MOMOCON FAN CONVENTION** Aug 2012 - Present  Atlanta, GA
Coordinating and allocating 800+ volunteers to 40+ departments for a 28,000+ attendee convention throughout the year. Day-of volunteer coordinator in charge of Fill-In staffers.



PROFESSIONAL SKILLS AND LANGUAGES

Unity 3D		100	3D Printing		80	Java		80
Unreal		30	VR Technologies		70	C#		100
Arduino		60	AR Technologies		50	C		50
Web Design		20	Narrative Design		50	Javascript		30
Artificial Intelligence		70				HTML/CSS		20