

Education

- Master of Entertainment Technology** May 2018
Entertainment Technology Center, Carnegie Mellon University, Pittsburgh PA
- Bachelor of Arts, Mathematics/Statistics and Computer Science** May 2016
Luther College, Decorah IA

Design Experience

- Designer/Programmer**, Mindset, Entertainment Technology Center Fall 2017
- Designing a transformational micro PC game for iThrive Games aimed at fostering a growth mindset in high school students.
 - Developing two additional micro-games aimed at encouraging empathy and curiosity in high school students, using Unity and C#.
 - Creating and implementing playtesting and assessment techniques.
- Producer/Designer**, Wonderland, Entertainment Technology Center Spring 2017
- Designed and prototyped six VR experiences for Oculus Rift and Touch to illustrate basic computer science concepts.
 - Developed playtesting strategies to evaluate the potential of the prototypes for classroom use.
- Producer/Narrative and Sound Designer**, Building Virtual Worlds, Entertainment Technology Center Fall 2016
- Created narratives, music, and sound effects for interactive experiences on platforms including Oculus, Leap Motion, Vive, Kinect 2, and microphone input.
- Producer/Writer/Director**, Visual Story, Entertainment Technology Center Fall 2016
- Wrote and directed a short film for 360 degree VR based on the Pixar prompt.
 - Scripted, edited, and designed makeup for a music video made with practical effects and green screen.
- Technical Director**, SPIN Theater, Luther College 2015-2016
- Designed the staging of a haunted house to take advantage of limited building materials.
 - Coordinated with faculty to obtain construction materials and manage the technical needs and logistics of a complex 24-hour event.

Other Work Experience

- Lighting Design Intern**, Lightswitch San Francisco, San Francisco, CA Summer 2017
- Designed potential interactive lighting for the new Harvey Milk Plaza in San Francisco.
 - Adjusted lighting layouts and calculated photometric plots using Visual, Agi32, and AutoCAD.
- Assistant Director**, Visual & Performing Arts Dept., Luther College Spring 2016
- Assisted in staging and directing a production of *The Illusion* by collaborating with the director and performers using character development techniques from clowning and mime.
- Software Development Intern**, IBM Cloud Managed Services, Rochester, MN Summer 2015
- Developed programs that leveraged existing tools to streamline customer compliance reporting.
- Student Researcher**, Luther College Mathematics Dept., Decorah, IA Summer 2015
- Designed and executed a summer-long analysis of research data.
 - Wrote and submitted a research paper detailing the results of the analysis.

Relevant Skills

Programming:

C#, Unity, Python, Java, HTML, CSS, JavaScript, C++, SQL, MySQL, Git, Perforce

Statistics:

R Studio, SAS, SPSS

Practical Effects:

Carpentry, Painting, Prop Fabrication, Makeup Effects, Sewing

Digital Effects:

Adobe Premier, Adobe Audition, Logic Pro, Pro Tools