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Pennsylvania State University State College, PA 08/2018 - 05/2023 Dean's List for six semesters President's & Provost's Honor Roll for three semesters Bachelor of Design Pittsburgh, PA 08/2023 Exp Graduate 05/2025 **Carnegie Mellon University Entertainment Technology Center** Masters in Entertainment Technology **EXPERIENCE** -6/2024-8/2024 NHSGA Summer Program Art Teaching Assistant Pittsburgh, PA [Course Design, Lecturing] Designed and taught an introductory course on animation. Assisted students with troubleshooting and art direction Supported program logistics and operations. 08/2023-11/2023 **Building Virtual Worlds** Pittsburgh, PA [Game Design, Sound Design, Producing] As a team of five, develop a playable game within two weeks on various platforms. Composed music tracks and created sound effects for an AR/VR-focused game. Managed group meetings, oversaw progress as a producer. 06/2022-08/2022 Typo-D Studio Remote [Summer Internship, Branding] Created a set of wayfinding systems and signage for a redesigned elementary school. integrating local cultural and customs research into the design. Transformed 3D scenes into perspective 2D graphics using SketchUp and Illustrator. Pepsi LIFEWATER 01/2022-05/2022 State College, PA [Branding, Installation] Collaborated in a group of four to produce a comprehensive system of key visuals and expanded assets for products launching on university campuses. - Designed proposed immersive experience for a school gallery PROJECTS -**Kraken Unleashed** Pittsburgh, PA 1/2024-5/2024 [Directing, VFX, Technical Arts, Sound Design] Collaborated in a team of five to experiment with UE5 animation and render pipeline. Designed and implemented intricate destruction VFX using Houdini. Oversaw camera direction and shot sequencing. Questure 1/2024-5/2024 Pittsburgh, PA [Educational Game Design, UX Design, Sound Design] Developed a sign language educational game in a team of six using real-time markerless motion tracking, collaborating with a client over a semester. Designed three distinct games, addressing different aspects of learning sign language. Created in-game visual components to enhance user experience. **TED X PSU** 02/2023-04/2023 State College, PA [Branding, Graphic Design] Selected by the graphic design department, worked in a group of three to create the logo and brand identity for a TEDx PSU event. **Individual Short Film and Storytelling** 01/2022-05/2022 State College, PA [Motion Design, Photography] Created a title sequence capturing the emotion of Interstellar, visualizing abstract cosmic imagery with everyday objects. Won the Graphis New Talent 2023 Silver Award. 11/2021-01/2022 **Garden Immersive Experience** State College, PA [Experience Design, Branding] In a team of two, designed an immersive educational experience for a garden and pollinators.

INTERESTS & SKILLS

Game VFX Graphic Design Motion & Film Sound Design 3D VFX **Graphic Design** Adobe Photoshop Adobe Premiere Pro Steinberg Cubase SideFX Houdini Adobe Illustrator Adobe After Effects Apple Logic Pro Unreal Engine **UIUX Design** Adobe InDesign Adobe Encore Adobe Audition Embergen **Motion & Film** Adobe Lightroom Rough Animator Audacity Blender **Photography** Adobe XD

Awarded the Salute 2022 Competitions Merit Award.