

Education

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

Design Experience

Designer , Home Front, Entertainment Technology Center	Current
<ul style="list-style-type: none">• Designing a tabletop game using audio recordings of ancient Greek texts performed by Theater of War Productions to encourage open discussion around legacy within family-style groups.• Integrating audio and moderation via a mobile web application in a way that enhances the emotional experience of the game.	
Designer , Research Lab, Human Computer Interaction Institute	Current
<ul style="list-style-type: none">• Collaborating with researchers and designers in a research lab led by Jessica Hammer to generate high-level designs for AR and VR experiences around television.	
Designer , Mindset, Entertainment Technology Center	Fall 2017
<ul style="list-style-type: none">• Designed a cooperative tabletop game for iThrive Games aimed at fostering a growth mindset in teens by contextualizing failure as an opportunity for growth.• Developed a moderator guide to aid teachers and parents in encouraging teens to make connections between in-game logic and real life.	
Producer/Designer , Wonderland, Entertainment Technology Center	Spring 2017
<ul style="list-style-type: none">• Designed and prototyped six VR experiences for Alice, using 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
<ul style="list-style-type: none">• Created narratives, music, and sound effects for interactive experiences on platforms including Oculus, Leap Motion, Vive, Kinect 2, and microphone input.	

Other Work Experience

Lighting Design Intern , Lightswitch San Francisco, San Francisco, CA	Summer 2017
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• Assisted in staging and directing a production of <i>The Illusion</i> by collaborating with the director and performers using character development techniques from clowning and mime.	
Technical Director , SPIN Theater, Luther College	2015-2016
<ul style="list-style-type: none">• 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.	
Software Development Intern , IBM Cloud Managed Services, Rochester, MN	Summer 2015
<ul style="list-style-type: none">• Developed programs that leveraged existing tools to streamline customer compliance reporting.	
Student Researcher , Luther College Mathematics Dept., Decorah, IA	Summer 2015
<ul style="list-style-type: none">• 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