

Education

University of California, Santa Cruz

- B.A. | Art and Design: Games and Playable Media with minor in Film
- B.A. | History of Art and Visual Culture

Experience

Lead Game Designer - *Move Slow VR* (January 2022 – November 2022)

- Transforming interactive Xbox Kinect artwork prototype into VR game with Mobile port
- Ensuring focus on player accessibility with dynamic real-time environmental interactions
- Supervising game lab playtesting with the Oculus Quest 2, organizing feedback reports
- Managing team dynamics, assisting lead programmer with Unity debugging

Sensitivity Reader - *Al Cielo VR* (January 2021 – July 2021)

- Winner of the 2021 UCSC Game Showcase Impact Award
- Providing cultural context and considerations for writers and artists
- Reviewing narrative outlines and scripted events
- Analyzing playtest footage and performance of the HTC Vive/Oculus
- Critiquing architectural layout of game environment

Animator and Rigger - *Buddytale* (February 2020 – March 2020)

- Featured at Play21 Creative Gaming Festival
- UCSC graduate student project for creator’s DANM degree thesis
- Animating and rigging 3D virtual pet based on ceramic figurines
- Emphasis on expressive emotions through body language
- Relaying progress reports, fulfilling commission in timely manner

Animator - *Hidden Harmony* (April 2019 – August 2021)

- Winner of the 2019 UCSC Game Showcase Audio Award
- UCSC ARTG/CMPM 170x external collaborator
- Animating 3D characters, provided design feedback, QA playtester

Volunteer - *Pasadena Rose Parade* (December 2017 - December 2018)

- Prize winning floats - *How to Train Your Dragon: The Hidden World*, *Far Out Frequencies*, *Rising Above*, *Books Bring Dreams to Life*
- Assisting head florist with flower arrangements, preparing crushed seeds and moss glue
- Climbing upper level scaffoldings and catwalks
- Quality assurance preparations for final judging demonstration

Skills

Game Development | 3D Modeling, Animation, Rigging, Concept artist, System designer

Game Software/Engine | Blender, Maya, 3DS Max, Unity, Phaser, Pygame, Twine, physical prototypes

Programming | Familiarity with C#, Python, .html/.css/.js

Traditional Arts | Painting, Sketching, Familiarity with digital photography