

Curriculum Vitae

Education

M.S. Computational Media. University of California, Santa Cruz. September 2018 – Present.

Advisor: Nathan Altice

B.B.A. Marketing. University of Notre Dame. August 2013 – May 2017.

Second major: Film, Television, and Theatre

Concentration: Television Studies

GPA: 3.83/4.00, magna cum laude

Publications/Presentations

“Somebody’s Gotta Read the Rulebook (And It’s Always Me):
Scaffolding in Analog Games” February 2019
Southwest Popular/American Culture Association Conference

“Hand it over! There’s no time!/: Temporality, Physicality, and
Collaboration in Escape Game Design” February 2018
Southwest Popular/American Culture Association Conference

“Splitting the Chimera: Narrative and Gameplay in 999” February 2017
Southwest Popular/American Culture Association Conference

Employment

Lead Instructor June 2017 – June 2018
South Bend Code School

- Taught “Introduction to Web Development” and “Introduction to Scratch” from existing curricula
- Designed “Game Design in Unity” curriculum and taught the class to two cohorts of high school students
- Created a real-life escape room activity for reviewing coding concepts

Volunteer Instructor January 2017 – April 2017
South Bend Code School

- Taught “Introduction to Web Development” and “Introduction to Scratch” from existing curricula
- Designed “Game Design in Unity” curriculum and taught the class to two cohorts of high school students

Marketing Research Assistant

Professors James Wilkie and Emily Garbinsky

May 2016 – December 2016

- Conducted experimental studies in marketing, prepared literature reviews, and coded data for analysis

Marketing Intern

JAMF Software

May 2015 – August 2015

- Directed interviews and created survey for consumer research
- Collected client data and conducted demographic analytics

Skills

- Experienced with Adobe Premiere Pro, AfterEffects, and Photoshop
- Familiar with Unity
- Proficient in HTML, CSS, and jQuery
- Some experience with C#, C++, JavaScript, Java