



SUMMARY Skilled interactive storyteller with an emphasis on game design. Effective communicator both interpersonally and through a variety of media.

EDUCATION **Muskingum University, New Concord, Ohio**

BA, May 2012, Summa Cum Laude

Majored in Digital Media Design with minors in Art and Religion

- Focused on Interactive Design, Web Design, and Visual Communication.
- Earned a Fellowship with the Digital Media Design Director as a Freshman.

Ball State University, Muncie, Indiana

MA, May 2015, Summa Cum Laude

Masters of Telecommunications and Digital Storytelling

- Specialized in Video Game Design and Analysis with an emphasis in Interactive Storytelling
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EXPERIENCE **Graduate Assistant/Instructor, Ball State University, 2012 – 2014**

- Redesigned the Telecommunication's Web Design course to include updates to HTML and CSS.
- Received student evaluations of 4.5 or greater on a 5 point scale over a year.

Independent Game Designer, 2014 – Present

- Developed an Interactive Fiction video game for my Master's final project.

Lead Designer for Class-Based Game Design Team, Ball State University, 2013

- Directed an inexperienced, cross-discipline team through the creation of two playable levels.

Student Worker at Muskingum University Bookstore, 2008 – 2012

- Responsible for sales, customer service, identifying needs of customers and providing educated solutions.

Student Worker at Muskingum University Summer Seminars, 2007 – 2008

- Spent two summers working as tech support for college professors. Jobs included computer support, printing requests, and presentation setups.
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SKILLS & ABILITIES

- Strong interdisciplinary and cross-cultural communication skills.
 - Firm understanding of HMTL and CSS with intermediate Javascript.
 - Trained in using the Adobe Creative suite including Dreamweaver, Photoshop, Illustrator, Premier, After Effects, Audition, and Flash.
 - Skilled in using audio and video equipment including audio boards/mixers, setting up microphones, and both video and photography cameras.
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- Two years of graduate school engaged in video game design and analysis.
 - Versed in creative, journalistic, and technical writing.
 - Familiar with game development software such as Unity 3D, Game Maker Studio, Game Salad, and Quest 5.
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OTHER EXPERIENCE

- Volunteered with a UK-based international team welcoming international students.
- Experience working with both Windows and Mac computers.
- Spent a Semester at Dundee University, Scotland studying Digital Interaction Design.
- Worked with a design team in Chicago to develop a conference theme.
- Early game design experience using Tim Sweeney's ZZT.
- Worked as crew and producer/director for Muskingum University's TV Station.
- High School Marching and Concert Band Trumpet Section Leader.

