

EDUCATION

ST. OLAF COLLEGE

NORTHFIELD, MN
CLASS OF 2016

B.A. in Physics, Mathematics, and Studio Art.

Honors: awarded highest academic merit scholarship, Dean's List Fall 2015, 3.5 GPA

EXPERIENCE

UI / UX DESIGNER

MONSTER GAMES
MARCH 2018 – PRESENT

Designed and directed the user interface for video games including *NASCAR Heat 3* and *NASCAR Heat 4*. Worked closely with other programmers and designers in a team environment to develop and release products on schedule. Involved in the entire development pipeline, from initial concept to final quality assurance.

FIFTH YEAR EMERGING ARTIST

ST. OLAF COLLEGE
SEPTEMBER 2016 – MAY 2017

A residency program for select graduates of the college art department. Worked independently on a variety of digital art, including game design, music synthesis, and graphic design. Acted as a mentor for undergraduate art students. Showcased work in gallery exhibitions.

ACADEMIC TUTOR

NORTHFIELD, MN
OCTOBER 2016 – MAY 2017

Individually tutored high school and college students in various areas of mathematics. Encouraged learning through clear explanations, close listening, and constructive feedback. Provided patient and supportive assistance.

HIIRO

INDEPENDENT VIDEO GAME
JUNE 2009 – JANUARY 2016

Designed, created, and released a game in collaboration with a small team of friends. Served as lead game developer, programmer, artist and animator, composer, and web designer. Published on Steam, with over 200,000 units sold.

DANCE TECHNICIAN / LIGHTING DESIGNER

ST. OLAF COLLEGE
SEPTEMBER 2012 – MAY 2016

Installed and operated lighting and sound equipment for dance performances. Mentored new coworkers on equipment installation, circuitry, programming, and trouble-shooting. Served as assistant stage manager for three department shows and lighting designer for three student-choreographed performances.

ACTIVITIES

ALEA'S ISLAND

INDEPENDENT VIDEO GAME
SEPTEMBER 2016 – APRIL 2017

Developed a procedurally-generated music game which explores themes of identity and communication through sound and space. Created in close collaboration with a London-based musician. Exhibited in two Minnesota art galleries in 2017.

ANIMATION STUDIO

STUDENT ORGANIZATION
AUTUMN 2012 – SPRING 2017

Collaborated in small groups to produce digital art such as animations and video games. Organized public events on campus, hosted club workshops, and mentored new members. President 2015 - 2016.

SKILLS

PERSONAL

Problem-solver, critical thinker, self-learner, attentive to detail, creative, collaborative, strong communicator, purposeful listener, organized, effective project management

PROFESSIONAL

Adobe Suite (Illustrator, Photoshop, InDesign), Unity, Game Maker: Studio and GML, Microsoft Visual Studio, C#, JavaScript, jQuery, Python, HTML, CSS, Audacity