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EDUCATION

WORCESTER POLYTECHNIC INSTITUTE

Bachelor of Science in Interactive Media and Game Development (IMGD)

GPA: 3.26

Courses: Visual Rhetoric, Comp/Synth in Music, Digital Sound Design, Music Fundamentals, History of American Pop Music, World Music, Machinima, Essentials of Art, Critical Studies of IMGD, Social Issues in IMGD, Digital Imaging and Computer Art, Animation, Phil/Ethics of IMGD, Artistic Game Design, Human and Computer Interactions.

WORCESTER, MA

Class of 2009

PROFESSIONAL EXPERIENCE

TURBINE, INC *World Builder Intern*

Worked as a World Builder on the Lord of the Rings Online: Mines of Moria expansion pack. Created several new additions such as the guild halls and others, set up and designed several monster camps in the Dimrill Dale area, decorated and lit several spaces, and worked on bugfixing for the current game.

WESTWOOD, MA

2008

FIRST LEGO LEAGUE *Lead Artist*

Worked in a team of 4 to create a card game for use in the FIRST Lego League program in Fall 2008. The game will have a computer and physical copy. The purpose of the game is to teach middle school children about climate change and stimulate their interest in science. This project is in affiliation with the FIRST program and is funded by the US government.

WORCESTER, MA

2008

GAME DEVELOPMENT CLUB *Publicity And Advertising Coordinator*

The publicity coordinator and graphic designer for Game Development Club events and information at WPI.

WORCESTER, MA

2007-present

ID TECH CAMPS *Game Instructor*

Instructed several classes at the tech-oriented camp including *Video Game Creation* and *Comic Creation* and secured the safety of the children and teens at all times.

FAIRFIELD, CT

2007

COES POND VILLAGE *Computer Instructor*

Taught computer interactive courses and computer assistance to elderly and disabled residents of CoesPond Village at their computer learning center.

WORCESTER, MA

2008

PROFESSIONAL PROJECTS

WPIMAP *http://wpimap.com*

Created a realistic 3-D model of WPI's college campus and imported it into Unreal Tournament 2004 in order to provide an interactive visual and audio tour of the college campus to be displayed within the Admissions building of WPI as a real-life kiosk. It is also available as an Unreal mod at wpimap.com

WORCESTER, MA

2007-2008

VIRTUAL CARD GAME FOR FIRST

Worked in a team of 4 to create a card game for use in the FIRST Lego League program in Fall 2008. The game will have a computer and

WORCESTER, MA

2008

physical copy. The purpose of the game is to teach middle school children about climate change and stimulate their interest in science. This project is in affiliation with the FIRST program and is funded by the US government.

THE MONKEY'S LEFT EYE <http://gtproductions.net/3500> WORCESTER, MA
 Created a side-scrolling platformer game set in the three-dimensional C4 engine. Specifically created the textures, modeling, and level design for the Temple level; textures and modeling for the Dungeon level; and assisted in overall creative design. 2007

WAKING <http://gtproductions.net/index.php?section=machinima> WORCESTER, MA
 Created a 4-part Machinima series called *Waking* using Halo 2, UT2004, Garry's Mod, and Second Life. The series explored the potentials and ethical dilemmas in creating a sentient AI for immoral means. 2007

LEADERSHIP AND AWARDS

THE LEADING EDGE SERIES AT WPI WORCESTER, MA
 A comprehensive leadership certificate program incorporating Leadership strategies, role modeling, ethical decision making, goal setting, problem solving, conflict resolution, and time management. 2006

WALTER AND MIRIAM RUTMAN SCHOLARSHIP AWARD 2007-2008, 2008-2009
NORWALK HIGH SCHOOL ALUMNI SCHOLARSHIP AWARD 2005-2006

ACTIVITIES

WORCESTER POLYTECHNIC INSTITUTE WORCESTER, MA
 Game Development Club 2007-Present
 Alden Voices and Festival Choir 2005-Present
 Vocal Performance Lab 2005-Present
 Audiophiles (A cappella group) 2007
 Vox Musical Theater Group (Sweeney Todd) 2006-2007

TECHNOLOGICAL EXPERIENCE

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|------------------------------|-------------------------------------------|
| <i>Artistic and creative</i> | <i>OS Platforms and Professional Apps</i> |
| Adobe Photoshop | Windows 95-Vista |
| Adobe Illustrator | Mac OSX |
| Autodesk Maya | Office 2003-2007 |
| Unreal Tournament 2004 | SVN |
| C4 Engine | Bugzilla |
| Adobe Premiere Pro | World Editor program for LOTRO |
| Adobe Dreamweaver | Perforce |
| Fraps | |
| Cinema 4D | |