

APTITUDES

- Thrives in collaborative and iterative development environments spanning all disciplines
- Excels at integrating audio and music throughout many game development tools and pipelines
- Effectively and efficiently communicates with multiple departments
- Provides unique perspective to design and problem solving as an audio based thinker
- Professional, positive, and energetic disposition even under stress
- Strong belief that elegant, and efficient design develops through objective use of scope

DEVELOPMENT TOOLS

Expert ●●●● | Advanced ●●●●○ | Intermediate ●●●○● | Novice ●●○○○ | Fundamental ●○○○○

Adobe Audition CC (2017)	●●●●	Maya	●●●●○
After Effects CC (2017)	●●●●	Unreal Engine 4	●●●●○
Premiere Pro CC (2017)	●●●●	Blueprints	●●●○●
Photoshop CC (2017)	●●●●	Unity	●●●○●
Fruity Loops Studio	●●●○●	C#	●●●○●

NOTABLE PROJECTS & EMPLOYMENT

BooBooSNAP! | [MeGa Health Jam](#) – Designer, AR Programmer, Artist April 2018

- Featured Innovators and 1st place award out of 200 participants
- Head designer and developer of Alternate Reality Bandages
- Published in [Orlando Medical News](#)
- Featured on [FOX 35 News Orlando](#)

SpaceBOUND | Freelance - Sound Effects Engineer, Sounds Design May 2017–Sept 2017

- Contracted to design, produce, and deliver sound effects for Gravity Whale Game's greenlight release of the co-op, 2D game SpaceBOUND, developed with Unity
- Published: [SpaceBOUND On STEAM](#)

Merry Mayhem | Creative Director, Sound Design, Videography Aug 2017 – Jan.2017

- Oversaw the continuity and quality over all departments throughout the project| Narrative writer and editor
- Produced all sound effect assets and music as well as recorded and processed all voiceover content
- Produced and post produced the game's opening and closing cinematics as well as all marketing videos
- 3D modeled 4 out of 9 enemy characters and white boxed 2 out of 4 game levels
- Download: [Merry Mayhem](#)

EDUCATION

Florida Interactive Entertainment Academy |
SPRING 2019

M.S. Interactive Entertainment

University of Central Florida | SPRING 2017
University of Central Florida | SPRING 2017
Seminole State University | SPRING 2011

B.A Game Design
Music Minor
Associates in Arts