

EDUCATION

- Carnegie Mellon College of Fine Arts, Class of 2009, Bachelor of Fine Arts Program.

WORK EXPERIENCESteepRock Inc, Web Project Management and Analysis, December 2009-Present

SteepRock Inc. (www.steeprockinc.com) is the leading opinion research and integrated software firm serving the pharmaceutical industry.

- Project manager responsible for developing a new corporate website. Negotiated the contract with the web development firm, defined the parameters for the new website within SteepRock, drafted the content and coordinated it across various departments in the company; and managed the construction and roll out of the website within budget.
- Performed a contract renegotiation in 2010.
- Subsequently, my responsibilities have been expanded to include undertaking market research and analysis in the U.S. and selected European and Asian countries. These reports are read both by SteepRock's CEO and the firm's clients.

Sim Ops Studios, Game Design, Summer 2008

Sim Ops Studios is the creator of Wild Pockets; a free, physics capable, 3D game engine. Recently bought by Autodesk, they continue to support and enhance the capabilities of their engine.

- Tasked with creating a game with the engine before animation had been implemented or an API had been completed. It was designed to display the engine's capabilities.
- Worked with a team to design and create a physics based action-puzzle game.
- Wrote the design document, programmed the game and supervised asset creation.
- Taught myself the Lua programming language.

TRANSFERRABLE SKILLS

- Managing Teams of Diverse Skills
- High Attention to Detail
- Persistent and Resourceful

SELECT PROJECTS

My Life at War (2010-Present) - A mecha comic following the lives of the pilots of the 1st Investment Recovery Battalion, a security contractor in an alternate world. Regular meetings are held with the artist to work on future pages and design new characters, cultures and locales. An advertising strategy to be deployed when we reach critical mass is in development.

Positions Held: Writer and Catalyst.

The Hunt Alone (2010) - Created in 48 hours during the Global Game Jam 2010. The game is a 1st person 3D title in which the player is a Neanderthal hunter stalking a dangerous predator. The hunter's vision is poor and the landscape shrouded in darkness. The player must defeat a creature faster, stronger and more aware than themselves; using a single spear and their wits.

Positions Held: Lead Designer, 3D Modeler and Animator.

Village (2008) - A card game for three to five players featuring an original deck made to simulate the mechanics and attitudes of small town politics. The players manage their public and private assets to achieve small and large victories.

Positions Held: Solo Project.

Pu-Ur (2008) - A hybrid puzzle/action game developed in the Wild Pockets engine where the player takes the role of a cold war scientist attempting to make nuclear fusion by bombarding atoms in a spherical stage.

Positions Held: Lead Designer and Lead Programmer.

Fruitix (2007) - A game designed for the OLPC Game Jam, created in three days. The player controls a farmer who must collect fruit and bring it back to a truck in limited time while avoiding monkeys who will steal his food.

Positions Held: Lead Designer and Sound Editor.

COMPUTER APPLICATION EXPERIENCE

Highly Proficient: Autodesk Maya, Microsoft Office Suite, Social Networks (Twitter, Facebook)

Proficient: Final Cut Pro, Adobe Photoshop, Java programming language, GECK Editor, Bugzilla, Construction of desktop computers

Familiar: Unity Engine, Lua and Python programming languages

AWARDS, FELLOWSHIPS, GRANTS

2007 - 2nd Place Winner of the Pittsburgh OLPC Game Jam