

## skills

- ◆ Curriculum development and academic instruction for digital media
- ◆ Creative pipeline production and asset management
- ◆ Video production management for short features and documentaries
- ◆ Graphic design for print publications, websites, and interactive experiences
- ◆ Screenplay, teleplay, and interactive dialog writing
- ◆ Adobe Creative Suite 6 - Photoshop, Illustrator, InDesign, Premiere, Dreamweaver, and more
- ◆ Unity3D 4 game engine - import, manage, and maintain 3D assets for game testing and live content updates



## experience

*Indiana University College of Arts and Sciences - Bloomington, IN*

*January 2014 – Present*

### **Digital Media Producer : The College of Arts & Sciences**

- Working with new initiatives departments within The College of Arts & Sciences at Indiana University. Providing digital media creation, design, and implementation for web, print, and interactive publications and presentations.  
@ <http://college.indiana.edu/>

*Indiana University College of Arts and Sciences - Bloomington, IN*

*August 2013 - December 2013*

### **Assistant to the Director : Themester Initiative**

- ◆ Position involves administrative responsibilities, personnel management, and task tracking while supporting the production of content for the semester-long series of interconnected academic and co-curricular events

*Mechanist Games - Xiamen, Fujian, China*

*March 2012 - March 2013*

### **Narrative Producer : “City of Steam”**

- ◆ Responsible for overall production of narrative content assets for the Unity 4 driven browser-based video game
- ◆ Duties included the creation of the bridging cinematic sequences, authoring game world descriptive content, and the management of the interactive 3D assets using Unity 4 software tools
- ◆ Served as a liaison between quest writers and art department for asset creation. Responsible for communicating ideas, concepts, and animations to an international, mostly non-English speaking team. Became the point-of-contact for creation and management of interactive game objects

*Indiana University College of Arts and Sciences - Bloomington, IN*

*Spring 2011 & Spring 2012*

### **Visiting Assistant Professor & Adjunct Professor : School of Fine Arts & School of Journalism**

Topic: Graphic Design - junior and senior level BA and BFA courses

- ◆ Course work covered the details of the printing process, portfolio marketing strategies, and identity management
- ◆ Specialized in undergraduate courses focusing on professional practice and media design production

*Ivy Tech Community College - Bloomington, IN*

*August 2003 - July 2009*

### **Webmaster, Graphic Designer, & Adjunct Instructor**

- ◆ Designed regional mailers, program brochures, video content, and websites for the marketing of college initiatives
- ◆ Created new curriculum for a pilot degree program covering entry level 3D animation and game programming

*Game Developers' Conference / UBM Tech Web - San Francisco, CA*

*March 1998 to March 2015*

### **Volunteer Staff : Conference Associate (CA) Program**

- ◆ Responsibilities included helping to coordinate, train, and manage the over 400 volunteers in customer service, procedures, and logistical support roles for the annual week-long game industry conference - <http://www.gdconf.com>

## education

*Bachelor of Arts, Individualized Major Program, Major in Multimedia Production Design*

*May 1996*

### **College of Arts and Sciences - Indiana University, Bloomington IN**

- ◆ Self-designed degree focused on the planning and production of digital media projects, emphasis on game design
- ◆ Consolidated usability study, project management, digital video, graphic and industrial design into my curriculum

## accolades

- ◆ Regional and national winner of the National Council for Marketing and Public Relations (NCMPR) Awards for print publications and web design in education ( 2006 & 2007 )
- ◆ Co-producer *Nature's Canvas* - broadcast on WTIU & winner of the Golden Philo Award, midwest chapter (1996)
- ◆ Founding member of Last Minute Productions Radio Theatre Company, producers of NPR's *Hayward Sanitarium*