

## Education

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### Bachelor of Science in Business Administration

Minor: Virtual and Augmented Reality

May 2021

Chapman University, Orange, CA

## Work Experience

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### XR Content Producer

*Artists of the Industries*, Los Angeles, CA

February 2021 - Present

- Built world-class virtual hotel tours for industry leading corporations like Marriott and Hilton to reduce overhead.

### UX/UI Design Intern

*Stella*, Seattle, WA

August 2020 – December 2020

- Executed the basics of UX/UI design principles and VR design.

### VR Guest Experience Team Member

*The VOID*, Anaheim, CA

March 2018 – October 2019

- Operating team member at world famous free roam VR attraction at Downtown Disney.

### Research Intern

*Virtual Film School*, Los Angeles, CA

June 2019 – Present

- Researched KPI's and other critical information to ensure the highest valued partnerships between international schools in order to quantify and maximize partnership value.

### Headliner Experience

*Insomniac Events*, Los Angeles, CA

February 2019 - Present

- Company creates year round dance music festivals, assisted with customer service for events.

## Independent Study/Research

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Research assistant in Dr. LouAnne Boyd's LAB (Learn-Adapt-Build)

September 2019 – December 2020

- Performed eye tracking assessments on 11 neuro-diverse children by showing a + sign on a screen to patients as well as prompting users with over 50 pictures with different visual hot spots using XR technologies.

## Skills

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- Real time game engines Unity, Unreal
- Lens Studio, Spark AR
- Python, C#
- Aftereffects, Photoshop
- Particle Illusion
- 360 video production
- 3D programs Maya, Mudbox, 3ds Max
- UX/UI Design tools: Sketch

## Involvement

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### Vice President

*Chapman University Strong Girls*

August 2018 – Present

- Organized challenges and lead workout activities to keep 150 women motivated and active.