

INTERACTIVE WRITER, PRODUCER

SUMMARY

Interactive Writer with a background as an award-winning filmmaker and installation artist. Track record of completing cutting-edge interactive content for clients including BMW, Dave & Buster's, SteelCase, and the award-winning Production Designer Alex McDowell's 5D Institute. Shipped two mobile games to iOS and Android as Designer and Producer.

RELATED EXPERIENCE

DESIGNER, PRODUCER

Los Angeles, CA | August 2016 - present

Freelance

- Creating pitch decks, writing treatments, and defining the overall creative vision of the project.
- Writing design documents to track, organize, and communicate project information.
- Coordinating with artists to create assets and building rapid prototypes based on client feedback.

WRITER, PRODUCER

Los Angeles, CA | September 2013 - August 2016

USC Mobile and Environmental Media Lab

- Created a 4-month long production schedule that tracked the completion of assets across the web, digital, and physical media for the lab's first in-car-entertainment project.
- Wrote story outlines, character bios, screenplays and created narrative format for semi-autonomous car-based interactive story.
- Led brainstorming sessions and created detailed notes documenting sessions for later use in research papers and client presentations.
- Facilitated communication between design team, overseas third-party developers, and fantasy-data provider for rollout of mobile app across *Dave & Buster's* locations nationwide.
- Produced multiple short films used for conveying complex research projects into quick and concise story-driven client-facing presentations.

WRITER

Los Angeles, CA | October 2014 - May 2015

5D Institute

- Developed narrative format of gaze-based interactive videos for the completion of Alex McDowell's hybrid VR film project.
- Wrote scripts and iterated multiple drafts based on client feedback.

FILMMAKER, WRITER

Various Locations | September 2005 - August 2013

Freelance/Self-Employed

- Filmed and edited footage to create short form videos such as commercials, profiles, and branded content for multiple clients.

SKILLS

Creative

Game Design
UI/UX Design
Creative Writing
Producing
Animation
Film Production
Photography

Technical

Unity3D
C#, Lua
Twine
Wordpress
Jira
Asana, Trello
Microsoft Office
Final Draft
Audacity, InDesign
Photoshop,
Premiere
Final Cut Pro

AWARDS

Feed the Beta Taco Bell Award | Fall 2016
Intel Award | Spring 2016
Anna & Ray Romano Scholarship | Spring 2015
Frank Volpe Endowed Scholarship | Spring 2015
Harold Lloyd Memorial Scholarship | Fall 2014
Mary Pickford Endowed Scholarship | Fall 2014
Americans of Arts Public Art Year in Review | 2011

- Directed music videos, live-performances, and award-winning short films that were screened at film festivals nationwide.
- Wrote bi-weekly reviews of new comic book titles for online publication. Contributed to arts publication with articles reporting on various Midwest gallery events.

PROJECTS

PSYCHIC - BRANCHING NARRATIVE GAME (2016 - 2017)

CREATIVE DIRECTOR, NARRATIVE DESIGNER, PRODUCER

- Designed narrative-focused gameplay for episodic animated detective adventure game about a telepathic cat. Currently available for download on the Google Play Store.
- Winner of the Feed The Beta Taco Bell Award and Showcased at Google Indie Festival (2016).
- Created development schedule for 7-month production cycle and tracked completion of animation, audio, and 2D art assets for completion of a 20-minute playable pilot episode.
- Created an online press kit for the self-publication of *PSYCHIC* on Google Play, App Store, and Amazon storefronts.

PSYNCHRONY - NARRATIVE MUSIC GAME (2015 - 2017)

PRODUCER, ASSISTANT DIRECTOR

- Created production plans for tracking hybrid progress of filming live actors and transforming footage into in-game animations.
- Coordinated shooting schedule with cast and crew, procured equipment, created call sheets, and kept shoots organized.

FOREVER PEOPLE - PUBLIC ART PROJECT (2011)

ARTIST, WRITER

- Created interactive story for public art billboard in which audience members could call a phone number to listen to a couple sending messages back in time.
- Winner of the Americans of Arts Public Art Year in Review award (2011).

EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA

Master of Fine Arts | Class of 2016

Interactive Media and Games

KANSAS CITY ART INSTITUTE

Master of Fine Arts | Class of 2005

Photography and New Media

SPEAKING ENGAGEMENTS

New Directions in Digital Media

“In-Car Entertainment
Storytelling”

Los Angeles, CA | 2016

Digital Hollywood

“The Language & Aesthetics
of VR: The Challenge of
Creating Movies, Games &
Other Experiential
Programming”

West Hollywood, CA | 2016

CONTACT ME

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