

## Education

### University of Southern California (USC)

MFA Interactive Media, School of Cinematic Arts

UNIGIS Certification, School of Geography

09/2004 – 05/2007

### Michigan State University (MSU)

BS Computer Science

BA Digital Media Arts & Technology

09/1999 – 05/2004

## Skillset

### Software:

3dsmax, Photoshop/Illustrator/Imageready, After Effects/Premiere/Audition, Flash, Final Cut, Vegas Video, Dreamweaver, max/msp + jitter

### Scripting+Programming:

PHP, MySQL, XML, Javascript, Actionscript, C/C++, OpenGL

### Other:

Knowledge of film & game development pipeline, cinematography and film editing, tech troubleshooting, extensive knowledge of Windows processes, memory management & OS performance, usability conscious; fluent in French and Romanian.

## Featured Projects

### Lead Designer + Developer

cityTagz

8/2006 – present

- » Built a data geo-visualization tool for personal expenditures (*Flash, PHP/MySQL, GoogleMaps API, JavaScript, Flash Photoshop*)

### VFX Artist + Coordinator

*Identity Theft & Game Over*

3/2006 – 8/2006

- » Supervised and created visual effects for two student films
- » Worked on shots involving camera tracking, compositing of CG imagery, and heavy rotoscoping (*After Effects, 3dsmax, Photoshop*)

### Artist + Technical Producer

Food Chain

2/2006 – 6/2006

- » Assisted with the conception of an augmented reality multiplayer experience, a USC Interactive Media Division & Nanyang Technological University of Singapore Mixed Reality Lab collaboration
- » Developed a head-mounted display (HMD) for preliminary playtesting (*3dsmax, Photoshop, max/msp/jitter, PhaseSpace Impulse LED motion tracker, InterSense Inertia Cube, Olympus FMD700 HMD, PointGrey Dragonfly cameras*)

### Lead Artist + Webmaster

Replay Fridge – ImageSpace Inc

([www.rfactor.net](http://www.rfactor.net))

9/2003 – 5/2004

- » Created graphical user interface for an integrated product that adds replay editing and video mixing features to a racing simulation game
- » Developed an online progress tracking system to showcase milestones (*Photoshop, PHP/MySQL, proprietary rFactor engine tools*)

### Lead Artist

BluJag Graphics Engine

([www.blujag.com](http://www.blujag.com))

3/2003 – 6/2004

- » Built and textured a 3d replica of an entire building floor to scale
- » Modeled, textured, and animated two sub-3000 poly characters
- » Created an offline-rendered video and produced a side-scrolling game (*3dsmax, Photoshop, BluJag engine*)

### Artist + Lead Developer

4H Garden Kids' Tour

([4hgarden.msu.edu/kidstour](http://4hgarden.msu.edu/kidstour))

6/2000 – 9/2002

- » Developed a vivid learning experience where kids explore a virtual representation of the actual garden; sponsored by the MSU Communication Technology Lab
- » Organized multiple usability testing sessions with elementary and middle school-aged children, resulting in user interface improvement (*Flash, QuickTime VR Authoring Studio, Photoshop, Dreamweaver*)

## Volunteer Work

Peace 4 Kids

([www.peace4kids.org](http://www.peace4kids.org))

8/2006 – present

- » Mentored middle and high-school age at-risk foster youth on a weekly basis
- » Refurbished old PCs and donated them to families
- » Coached a digital media workshop (*Vegas Video, Photoshop, Cool Edit*)

## Work Experience

---

- Instructor + Lead Game Designer**  
Emagination Computer Camps  
Waltham, MA  
06/2006 – 08/2006
- » Guided a class of 30 high school students through creating a single player First Person Shooter using the FPS Creator engine
  - » Demonstrated basic poly modeling, texture unwrapping, and mesh animation in 3dsmax through a series of lectures and one-on-one assistance
  - » Assisted with the importing of all art assets into the game engine (*FPS Creator, 3dsmax, Photoshop, Deep Exploration*)
- Research Assistant**  
USC Immersive Narrative & Interactive Media Lab  
Los Angeles, CA  
9/2005 – present
- » Worked on a multitude of virtual and augmented reality projects using a wide field of view HMD, a realtime motion tracking system, stereo projection, and differential GPS
  - » Calibrated lab equipment, purchased necessary building equipment and hardware, prepared projects for demo days (*C++, max/msp, jitter, Topcon GPS, PhaseSpace Impulse tracking system*)
- Assistant Lab Manager**  
USC Interactive Media Lab  
East Lansing, MI  
8/2004 – present
- » Managed 3 computer labs (set up user accounts, hardware installs, software support, created instructional docs, influenced lab policy)
  - » Built custom web application for faculty and staff (scheduling application, equipment inventory)
  - » Assisted with departmental hardware purchases, prepared price quotes
  - » Set up networking equipment and maintained taps (*PHP/MySQL, various managed switches, LaCie NAS, WinXP Embedded*)
- Web Developer + Artist**  
MSU Communication Technology Lab  
East Lansing, MI  
9/2003 – 6/2004
- » Created administrative backend for the 4H WonderWall Interactive Brainstorming Tool
  - » Enabled the Flash interface to be dynamically driven by database contents
  - » SIGGRAPH 2005 Educator Exhibition (Wonderwalls: Playful Peer to Peer Collaborative Learning Spaces) (*PHP/MySQL, XML, HTML, Javascript*)
- Web Developer**  
Nat'l Superconducting Cyclotron Lab  
East Lansing, MI  
6/2002 – 8/2003
- » Wrote scripts to manipulate sizeable amounts of images
  - » Created a web-based scheduling application to enhance staff productivity
  - » Carried original application designs through many iterations based on weekly feedback from staff users (*PHP/MySQL, GDImage library, Javascript, Dreamweaver, Photoshop*)
- Consultant**  
College Assistance Migrant Program  
East Lansing, MI  
9/2001 – 8/2002
- » Offered one-on-one support & consultation for 40+ students
  - » Performed computer support-related tasks (networking, hardware/software install) (*Norton Ghost, Photoshop, Dreamweaver, Microsoft Office*)
- Counselor**  
King-Chavez-Parks College Day Programs  
East Lansing, MI  
9/1999 – 09/2003
- » Participated in various informative workshops on the college experience for middle and high school students from under-resourced communities
  - » Taught introductory digital video course (Summer 2003)
  - » Performed computer support related tasks; designed program website (*Dreamweaver, Vegas Video*)

## Publications

---

Heeter, C., Lownds, N., Rhodes, B. and Peteu., M. "Wonderwalls: Facilitating a Child's Sense of Wonder through a Collaborative Communication Environment," submitted for consideration to DIS 2004 (Designing Interactive Systems), August 1-4, Cambridge, MA, 2004.

## Conferences & Awards

---

Heeter, C., Lownds. *Wonderwalls: Playful Peer-to-Expert and Peer-to-Peer Collaborative Learning Spaces*, exhibited at Siggraph 2005, Educators' Incubator program.

Meekhof, C., Peteu, M., Shailesh S. *BluJag: A Raytraced Rendering System*. Merit Award (poster presentation), Michigan State University Undergraduate Research Forum 2004.