

## 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, Adobe 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

### 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*)

### Lead Artist + Webmaster

Replay Fridge – ImageSpace Inc  
(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)  
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)  
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*)

## 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 real time 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*)

### 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*)