

## 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

### 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

([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*)

## 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, & 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 apps for faculty and staff (scheduling, 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

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*)