

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

Lead Designer + Developer

cityTagz

8/2006 – present

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

Work Experience

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 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 + 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*)

Conferences & Awards

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

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