

EDUCATION

ST. OLAF COLLEGE

CLASS OF 2016

B.A. in STUDIO ART, PHYSICS, and MATHEMATICS

Honors: awarded highest academic merit scholarship, Dean's List Fall 2015

EXPERIENCE

ST. OLAF COLLEGE

Northfield, MN

SEPTEMBER 2016 – MAY 2017

FIFTH YEAR EMERGING ARTIST

An artist residency program for select graduates of the college art department, which culminated in two gallery exhibitions. Worked independently on a variety of digital art, including game design, electronic music composition, and graphic design. Acted as a mentor and resource for undergraduate art students.

PUBLIC FUNCTIONARY GALLERY

Minneapolis, MN

APRIL 2017

4 FIFTHS

Group art exhibition. Showcased *Alea's Island*, a video game I developed in collaboration with a London-based musician. Game revolved around musical generation, communication, and identity within environments and spaces.

NORTHFIELD, MN

OCTOBER 2016 – MAY 2017

ACADEMIC TUTOR

Tutored math to both high school and college students, ranging from pre-calculus to complex analysis.

ST. OLAF COLLEGE

Northfield, MN

SEPTEMBER 2012 – MAY 2016

DANCE TECHNICIAN

Install and run lighting and sound equipment for dance performances; experience with problem-solving, instrument repair, wiring and electronics, and operating lighting board. Assistant stage manager for three department shows and lighting designer for three student-choreographed performances.

ST. SCHOLASTICA COLLEGE

Duluth, MN

SUMMER 2008 – SUMMER 2012

CAMP INSTRUCTOR

Led week-long summer camps teaching the basics of game design and programming. Worked with middle and high school students.

ACTIVITIES

INDEPENDENT VIDEO GAME

JUNE 2009 – JANUARY 2016

HIRO

Designed, created, and released a computer game in collaboration with a friend. Lead game designer, programmer, artist and animator, web developer, music composer, and sound designer. Published on the online distributor Steam.

STUDENT ORGANIZATION

AUTUMN 2012 – SPRING 2017

ANIMATION STUDIO

Collaborated in small groups to produce digital art such as animations and video games. Hosted public events and club workshops. President in 2015 - 2016.

SKILLS

PERSONAL

Self-learner, explorer, critical thinker, creative, collaborative, patient, listen purposefully, manage projects effectively, attention to detail, strong work ethic

PROFESSIONAL

Adobe Suite (Illustrator, Photoshop, InDesign), Game Maker: Studio and GML, C-based programming languages, Propellerhead Reason 9.0, Audacity, Final Cut Pro