EDUCATION

AUG	The University of Texas at Austin
2022 - MAY	Bachelor of Science in Arts and Entertainment Technologies, minors in
2025	Architectural Studies and Business, GPA: 3.98, University Honors

LEADERSHIP

Texas Theme Park Engineering and Design, The University of Texas at Austin **Project Director**

PRESENT

- In charge of leading conceptualization and execution of Spring 2024 immersive experience project to bring a board game to life
- Leading puzzles, electrical, structures, set dressing, story, marketing, and special effects teams and project management

MAY 2023 -DEC 2023

Creative Co-Manager: Missing on the Moon Escape Room

- Led creative teams such as marketing, set dressing, and story to produce 3 room themed escape room on UT Austin campus
- Worked with project team to bring idea from concept development to production
- Project opened for 4 days to the public and welcomed 74 guests

AUG 2023 -DEC 2023

Set Dressing and Operations Teams: Quest for the Fabled Fortune

- Worked with a team to design, build, and run a 2 room themed immersive escape room on UT Austin campus
- Created prototypes for creative and technical development
- Experience opened for 4 days to Austin public, welcomed over 170 guests and finished with profit margin of 46.7%

Other roles: Secretary, Social Chair

WORK EXPERIENCE

JAN 2023 - PRESENT	Undergraduate Teaching Assistant, Department of Arts and Entertainment Technologies AET 310: Foundations of Creative Coding (taught by Eric Freeman)
	Facility Assistant, University of Texas RecSports
AUG 2023 - PRESENT	 Assist with setup, supervision, and teardown for
	RecSports events, conduct daily reports, participation
	counts, and injury reports

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AUG 2022

• Work alongside teammates to respond to emergencies and maintain a safe environment for RecSports guests

JUNE 2022 - Summer Counselor, Wyoming Fine Arts Center

Managed groups of up to 20 children, ages 5 to 12, helped organize creative and enriching themed activities

SKILLS

- Proficient in Java, Java Script, Processing, p5.js, Canva, Microsoft Office Suite
- Experience with Adobe Creative Suite, (Photoshop, Illustrator, Premiere, InDesign)
 QLab, Vectorworks, Arduino, Blender
- Organization, strategy, multi-tasking, communication