

Education

University of Wisconsin - Stout - Menomonie, WI - [09/2022- 05/2027]

GPA - 3.89

Bachelor of Fine Arts Game Design and Development

- Life Drawing I
- Introduction to Game Design
- 3D Modelling and Animation I
- Game Art and Engines
- Design and Concept Drawing

Bachelor of Science Computer Science

- Data Structures
- Database Systems
- Web and Internet Programming
- Linear Algebra
- Discrete Mathematics

Experience

Software Development Intern - [06/2025 - Present]

CTech Manufacturing

- Integrated optimized assets into the development environment
- Ensured compatibility and proper functionality of assets
- Applied animations to 3D assets within the online configurator to enhance interactivity and engagement
- Followed best practices and established coding guidelines to maintain code quality, readability, and efficiency.

Artist - [09/2024 - 12/2024]

The Last Fold

- Collaborated on a team of nine over the course of three months to develop a 3D game
- Designed and implemented assets into Unreal and implemented animation trees
- Applied Agile/Scrum to set and complete tasks

Lab Monitor - [08/2023 - Present]

UW-Stout Digital Process Lab

- Assisted students with printing documents and troubleshooting
- Maintained lab equipment such as large format printers and industrial printers
- Monitored large format prints to ensure that a quality product was created

Assistant Florist and Designer - [06/2023 - 08/2025]

Kase Styles

- Created and styled weddings and events in collaboration with clients and design team
- Fashioned floral arrangements according to the clients' vision
- Managed events including directing guests and vendors, and assisting with timelines

Technical Skills

Software

Unreal Engine
Unity
Maya
Photoshop
Substance Painter/Designer
Illustrator
Indesign
Houdini

Languages

Java
Java Script
HTML
CSS
PHP
C++
SQL
C#