

## WORK EXPERIENCE

**Teaching Associate**, Ohio University Patton · School of Education- Athens, OH — 2015-Present

- Develop and teach Introduction to Technologies in the Classroom (EDCT2030)
- Expand Instructional Technology Department through new use of hardware and software

**Adjunct Faculty**, Notre Dame College · School of Fine Arts- South Euclid, OH — 2014-2015

- Design a new interactive technologies major
- Develop and teach courses
- Assist other faculty in adopting hardware and software
- Acquire and maintain new hardware and software

**Teacher Experience Designer**, ClassOwl- San Francisco, CA — 2013-2014

- Gleaned product feedback and reported new designs to development team
- Train teachers and students on software in person and online
- Responsible for customer relations and promoting customer achievement

**Program Director**, Digital Dragon- Santa Monica, CA — 2013-2014

- Created entire curriculum for:
  - Robotics
  - Game Design
  - Programing
  - Creative Software: Adobe and Autodesk
  - Logic and Basic Circuitry
  - Taught all levels of courses
  - Graphic design and web maintenance

**Co-Director: National High School Gaming Academy**, Carnegie Mellon University · Entertainment Technology Center- Pittsburgh, PA — Summer 2013

- Managed the teaching assistants, scheduling, curriculum, and lectures for class of forty-five pre-college students

**Faculty**, Grand River Academy- Austinburg, OH — 2005-2011

- Technology Chair / Instructor
- Designed entire curriculum
- Taught courses for grades 9 – 12 including Digital Photography, Advanced Digital Portfolio, Web Design, and the Office Suite.

## EDUCATION /

**Ohio University** – Athens, OH — Expected 2019

- Ph.D Instructional Technology

**Carnegie Mellon University** – Pittsburgh, PA — May 2013

- Master of Entertainment Technology

**Notre Dame College** – South Euclid, OH — May 2005

- Bachelors of Fine Arts
- Bachelors of Graphic Design
- Post-Graduate Educator Licensure

## EDUCATIONAL EXPERIENCES

**Creative Director & Learning Experience Designer** – PlayPower Labs - Pittsburgh, PA — Spring 2013

- Helped integrate the learning/narrative goals by shaping the experience arc through fleshing out the narrative, characters, and experience of Fraction Planet and Battleship Numberline

**2D Artist & Learning Experience Designer** – Stempower - Pittsburgh, PA — Fall 2012

- Designer of the game Sleepy Busy Party, which explores the misconceptions in the mental models of the day/night cycle in second and third graders as part of the Defense Advanced Research Project Agency (D.A.R.P.A.) ENGAGE initiative
- Created all 2D art for the game as well as concept art for the characters for the 3D characters and environment

## 2D Artist & Learning Experience Designer – Science Friction - Pittsburgh, PA – Spring 2012

- Folded in socio-emotional learning aspects into the summer build of the game Beanstalk with Carnegie Mellon University's (CMU) Human Computer Interaction Institute (HCII)
- Collaborated with D.A.R.P.A. and CMU's HCII to create an educational game exploring balance

## Texture Artist - Teams of Five, Building Virtual Worlds (Class) - Pittsburgh, PA – Fall 2011

- Ranked #1 for creative input and within top 10% overall in class of 75 among peer evaluations
- Produced five projects ranging from one to four weeks in length
- Rapid prototyping of interactive virtual worlds with various input devices

## HONORS & ACHIEVEMENTS //

- Full Assistantship to Ohio University – Fall 2015
- Judge for National Pearson Student Coding Contest – Spring 2015
- Presenter at EdSurge Summit LA – Summer 2014
- Presenter at Walt Disney Imagineering Ideation Summit – Spring 2014
- Head Teaching Assistant for Building Virtual Worlds – Fall 2012
- Outstanding Teacher – Student Vote – 2008 & 2011
- Distinguished Teacher – Faculty Vote – 2007
- Finalist - National Lego Master Builder Search – 2004

## REFERENCES //

- Available by request