

Level Designer June 2003-July 2004
Vision Videogames, Towson, Maryland

- Designed and developed functionality for the game menus in the development environment
- Built, optimized and debugged the game assets in Maya and the development environment
- Programmed art tools for texture dictionaries in Mel and Visual Basic and train co-workers
- Generated and augmented animations and geometry using Maya
- Created all the icons in the game

Research Assistant May 2002-September 2003
UMBC Computer Science Department, Baltimore, Maryland

- Explored ideas of atmospheric perspective in data visualization
- Developed image based rendering system and applied the animation concepts
- Designed and updated VANGOGH Lab website (<http://www.csee.umbc.edu/gavl/>)

Volunteer Lab Monitor September 2002-May 2003
UMBC Visual Arts Department, Baltimore, Maryland

- Monitored and conducted financial transactions for print outs
- Provided technical support to students

Tutor September 2001-May 2003, September 2004-December 2004
UMBC Excel Program, Baltimore, Maryland

- Assisted student athletes in subjects such as computer science and mathematics

Intern June 2002-August 2002
E-Global Interactive, Baltimore, Maryland

- Constructed interactive Flash MX tutorials using Flash MX
- Developed web graphics and interactive media

**ADDITIONAL
EXPERIENCE:**

Volunteer May, 2003-May, 2004
Computer Mania Day, Baltimore, MD

- Assisted with night before set-up and prior preparation
- Directed people around campus and aiding with any task at hand

Volunteer December 1997-December 2003
Annual Jennifer Braun Memorial Run, Virginia Beach, Virginia

- Helped to set up for run (December 1997, December 1998, January 2000, December 2000, December 2001, December 2003)
- Registered runners for the race (December 2000)

Volunteer February 1998-November 2001
Tidewater Striders Running Club, Virginia Beach, Virginia

- Assisted in obtaining finish line results and directing traffic
- Aided with monthly club correspondence

VIP Server June, 2001-August, 2001
Aramark Corporation, Virginia Beach, Virginia

- Served refreshments to box seats at the GTE Virginia Beach Amphitheater
- Prepared, maintained and whipped down tables during the course of events

Cashier June, 2001-August, 2001
Farm Fresh, Virginia Beach, Virginia

- Conducted financial transactions and attended to the needs of the costumers
- Updated prices throughout the store

Events Manager Assistant June, 1999-December, 1999
American Golf, Virginia Beach, Virginia

- Created and prepared appropriate printed material for course events
- Provided administrative support to Events Manager

CONFERENCES ATTENDEED: American Association for Artificial Intelligence (AAAI) Conference
San Jose, CA. *Award Honoree and Student Volunteer*, July 2004.

SIGGRAPH 2003 International Conference on Computer Graphics and Interactive Techniques San Diego, CA. *Student Volunteer*, August 2003.

SIGGRAPH 2002 International Conference on Computer Graphics and Interactive Techniques San Antonio, TX. *Student Volunteer*, July 2002.

HONORS:

- Computing Research Association (CRA) Outstanding Undergraduate Award Honorable Mention, 2004
- Imaging Research Center (IRC) Fellows Scholarship, 2002-2004
- Dean's List, Spring 2001-Spring 2004
- Academic Honors, Fall 2000-Spring 2003
- Athletic Scholarship, UMBC Track and Field, 2000-2004
- Painting published in *Bartleby* (UMBC Literary Magazine), 2002
- Set and held UMBC Women's Pole Vault Record, Spring 2001
- Tidewater Striders Scholarship, 2000

VIDEOGAME CREDITS:

- *Arabian Lords* (In Production), November 2005-Present
- *Code Orange* (In Production), September 2005-Present
- *Northrop Grumman's netStrike* (Shipped: September 2005), January 2005-August 2005
- *Space Station Sim* (Released: October 2005), June 2003- July 2004

GROUP EXHIBITIONS:

- UMBC Senior Art Exhibition. *Kelvin 724*, May 2004-June 2004
- IRC Fellows Exhibition. *Listening Space*, May 2004 and December 2003
- IRC Fellows Exhibition. *Improve Proformance*, May 2003
- Interschool Internet Dance Performance. *Landscapes*. Sound Crew, April 2003
- IRC Fellows Exhibition. *Ten Bulls*, December 2002

SOLO ART EXHIBITIONS:

- 2006 Maryland Film Festival. *Dragin' On*, May 2006
- Creative Alliance MovieMakers' 5th Annual College Film and Video Bake Off. *Dragin' On*, April 2005
- Visual Aid. *Dragin' On*, December 2004
- Annapolis Stake of the Church of Jesus Christ of Latter-day Saints. Donated drawn graphic for pamphlets, October 2004
- Visual Aid. *Toothbrush*, December 2003
- Annual Jennifer Braun Memorial Run. Donated Drawings and Photographs, Winter 2003-2004, 2001-2002, 2000-2001, 1999-2000, 1998-1999, 1997-1998.

FILMOGRAPHY:

- *netStrike Intro Movie* (1:??) Collaborative Three Dimensional Computer Animation, 2005
- *Dragin' On* (2:04) Three Dimensional Computer Animation, 2004
- *Raining Cats*. (0:34) Three Dimensional Computer Animation, 2004
- *Toothbrush*. (0:54) Three Dimensional Computer Animation, 2003
- *A Frog Story*. (1:05) Three Dimensional Computer Animation, 2003
- *The Rose*. (0:46) Two Dimensional Hand Animation, 2002
- *Urp & Sprock*. (4:07) Stop Motion Animation, 2002
- *A Day in the Park*. (1:09) Two Dimensional Cut-Out Animation, 2002
- *High Jump*. (0:34) Rotoscoped Animation, 2002
- *What Matters*. (3:41) Digital Video and Hand Animation, 2002
- *A Dispute of Chairs*. (0:43) Pixelation Animation, 2002
- *Addition*. (1:05) Two Dimensional Computer Animation, 2002
- *Cat vs. the Ball of Yarn*. (1:10) Two Dimensional Hand Animation, 2002

- *A Retriever Movie*. (1:08) Digital Video and Puppetry, 2002

**INTERACTIVE
PROJECTS:**

Kelvin 724

March 2004-May 2004

- Built upon the Wild Magic game engine with a team to create a fire fighting game
- Created all artwork for three dimensional randomly generated forest
- Developed code to support importing and manipulating game art

Master Lab Scheduler

September 2003-December 2003

- Worked with a team to acquire specifications and design as lab scheduling system
- Implemented text based user interface and other functionality, edited all parts of system
- Presented product to client in a professional setting

Image Based Rendering Applied to Animation February 2003-May 2003

- Developed an image based renderer that creates a volume from source images to reconstruct an animation that can be rotated interactively using C, C++, and OpenGL
- Wrote a technical paper based on the project and research of prior work
- Gave professional presentation of final result to Advanced Computer Graphics class

Ten Bulls

September 2002-December 2002

- Participated in collaborative interactive project where a forest is randomly generated and the user navigates through the forest to locate and herd the bull
- Developed algorithm for random topography generation, modeled bridge objects, and aided in development and realization of concept
- Exhibited project as immersive virtual reality installation open to the UMBC community (<http://www.irc.umbc.edu/Fellows/Fall02/>)

In Search of Mother Earth

April 2002-May 2002

- Participated in group project on the four elements where each group member contributed a Macromedia Director piece on air, earth, fire, or water
- Created a short interactive computer game for the Earth part of the project where the user must solve puzzles to find Mother Earth.

ACTIVITIES:

- Committee Member, UMBC Young Alumni Planning Board (C-YA), 2005-Present
- President, UMBC Visual Arts Council of Majors (ArtCOM), 2003-2004
- Treasurer, UMBC Visual Arts Council of Majors (ArtCOM), 2002-2003
- UMBC Track and Field, 2001-2004
- Set and held UMBC Women's Pole Vault Record, Spring 2001
- Volunteer for the Center for Women and Information Technology, 2002-2004