
EDUCATION

Boston University - Metropolitan (September 2018-May 2020)

Masters of Science in Project Management

- focus in Agile Project Management
- set to graduate in 2020

University of Utah (August 2013 - May 2018)

Bachelors of Arts in Film and Media;

Emphasis in Entertainment Arts and Engineering;

Minor: Creative Writing

- Member of Sigma Tau Delta, International English Honor Society

PROJECTS

Bathroom Break (Producer)

- 2D pixel art platformer

Crowstone (Producer)

- Alternative interactive drama action-adventure game

LSD Machinima (Producer)

- Thriller/horror machinima created with Unreal

Dino Game (Producer)

- Pixel-art arcade shooter

Telophase (Producer/Team Lead)

- 2D pixel art, twin-stick, dungeon crawler

- Published on itch.io and Steam

WORK EXPERIENCE

Blizzard Entertainment

Program Management Intern

(May 2018 - August 2018)

- Set to begin May 22nd of 2018
- Chosen among 24,000 applicants for 90 total positions;
 - A 3.74% acceptance rate

Utah Attorney General's Office

Victim Restitution Coordinator/Project Manager

(Aug 2010 - Current)

- manage project employees and oversee quality of work
- process incoming/outgoing payments
- ensure project meets federal and state guidelines at all times
- meet quarterly and annual deadlines
- work in tandem with colleagues at fellow state agencies to ensure highest level of services
- promoted in 2012 from Victim Restitution Advocate to Coordinator

GameStop

Game Advisor (May 2011 - January 2013)

- ensure customers are satisfied, and that they leave with all their needs and requests met
- meet daily and weekly sales quotas
- promote pre-orders and new products
- stay up-to-date with new releases and market trends
- follow state regulations regarding product trades

SKILLS

- Unity & Unreal Engines
- Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro, After Effects)
- Microsoft Office (Word, Excel, Access, PowerPoint)
- Project management software: Trello, Hack 'n Plan, Jira
- Six years of customer service/sales experience
- Seven years of experience in management/project management
- Well-versed in Scrum/Agile model of development

REFERENCES

- David Kennedy / Game Director - Ubisoft / david.kennedy@ubisoft.com
- Colin Boswell / Former Lead Director - EA/Visceral Games / (650) 867 - 9753
- Alexander H. Johnstone / Art Director - Octothorpe / (801) 376 - 9098



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