
EDUCATION

University of California, Davis

Bachelor of Arts with Honors, March 2015

Double Major in Technocultural Studies and Design

EXPERIENCE

CBS Interactive

Video Producer, May 2016 - Present

Produce specifically-tailored videos about gaming and entertainment for the official GameSpot Facebook page. Create video and graphics templates to ensure consistency across editors.

CommunityBranding Studio

Design Consultant, October 2015 - August 2016

Provide web design and development services. Pitch concepts for print and digital projects.

UC Davis Conference and Event Services

Design Director, September 2012 - June 2015

Videographer, September 2011 - August 2012

Responsible for all print and digital design needs. Produced visual content for marketing collateral such as websites, videos, email blasts, and posters. Trained and supervised student assistants.

AggieTV

Creative Director, September 2012 - March 2013

Marketing Director, June 2011 - August 2012

Videographer, March 2011 - May 2011

Contributed to the studio's visual identity through print, web, and motion graphics. Filmed and edited news, promotional, and documentary pieces.

Pixar Animation Studios

Systems Intern, October 2009 - August 2010

Worked both independently and in a team to provide hardware support. Helped manage and repair studio-wide equipment inventory. Balanced a queue of multiple tasks.

HONORS

Achievement Award, Design by Design Juried Competition (2015)

"A Day at the Shrem," Featured in Richard L. Nelson Gallery, Davis, CA (2014)

Various features in the UC Davis Design Museum (2013, 2014, 2015)

Deans Honor List (2011, 2012, 2013)

SKILLS

Video Editing

Motion Graphics

Photography/Videography

Illustration

Front-End Development

Animation

SOFTWARE

Adobe Creative Suite: After Effects, Illustrator, InDesign, Photoshop, Premiere

Apple Professional Applications: Final Cut, Motion, Compressor, Soundtrack, Logic

AutoDesk: Maya, SketchBook

Maxon: Cinema 4D