

## OBJECTIVE:

To obtain a full-time job within a creative atmosphere where I can utilize my graphic design, multimedia, and/or fine art skills.

## EDUCATION:

**B.A., Visual Arts (2007)** - *University of Maryland, Baltimore County (UMBC), Baltimore, MD*

Double Emphasis: Animation, Interactivity; Minors: Computer Science, Art History

Awards:

- Imaging Research Center Fellows Scholarship (2006 – 2007)
- Center for Women and Information Technology (CWIT) Full Tuition Scholarship (2003 – 2007)

Graduated with a 3.66 G.P.A.

## SUMMARY OF SKILLS:

**Software:** Adobe Photoshop, Illustrator, ImageReady, Flash, Premiere, After Effects, Dreamweaver, Maya, Virtools, Final Cut Pro, Microsoft Office, Access, Linux

**Programming Languages:** C++, C, ActionScript, HTML, JavaScript, VSL (Virtools Scripting Language)

**Fine Art:** Pencil, Pen, Pastel, Watercolor, Oil

**Online Portfolio:** <http://www.caffeinatedinsomnia.com/gd.html>

## CAREER HISTORY & PROJECTS:

**Flash Developer/Graphic Designer, SIMmersion LLC (September 2007 – present)**

- Designed and programmed user interfaces to coincide with video simulation software
- Developed print and electronic marketing materials
- Updated and enhanced company Web site
- Photographed simulation actors for promotional materials

**Artist & Programming Intern, UMBC, Imaging Research Center (Spring 2006 – Spring 2008)**

- NASA Goddard SDO Satellite Interactive (Summer 2007 – Spring 2008)
  - Phase I: Programmed a 3D interactive web application to demonstrate a satellite's features to the general public
  - Phase II: Made Phase I more in depth to help engineers become familiar with the satellite
- Fillmaster Filtration System Interactive (Winter – Spring 2007)
  - Modeled and programmed a 3D interactive project to help demonstrate a new product
- KALToons George Bush Pilot, online at <http://irc.umbc.edu/kal> (Fall 2006)
  - Programmed cameras in Virtools for the East Wing Scene
- Baltimore Museum of Art: Matisse Interactive (Summer – Fall 2006)
  - Used Virtools to program and incorporate a track ball, buttons, and touch screen to make a 3D model interactive
- FieldTrip (Spring – Summer 2006)
  - Programmed in Virtools to create a Mini game based on sound
  - Communicated with other interns as to how to create 3D models for real time
  - Was in charge of checking 3D models for a real-time application

**Web Design Intern, SpinGraphics (Summer 2006 – May 2007)**

- Designed, created, and maintained client Web sites and Web site components

**Imaging Research Center Fellow, UMBC, Imaging Research Center (Spring 2007)**

- Collaborated with other students guided by Kevin Kallaugher to create an 8-minute toon-shaded 3D animation

**MEMBERSHIPS & AFFILIATIONS:**

- Member, ACM SIGGRAPH (2005 – present)
- Member, International Game Developer's Association (2006 – 2007)
- Member, National Society of Collegiate Scholars (2004 – present)
- Member, Golden Key Honor Society (2004 – present)
- Student, Staub Art Studio (1995 – present)

**VOLUNTEER SERVICE:**

**SIGGRAPH S3 Mentor (2010)**

- Created and presented a webinar to Student Volunteers on how to best prepare for the SIGGRAPH conference

**Disney's Give a Day Get a Disney Day Tour, Washington, D.C. (2009)**

- Spoke with the public about GDGDD, handed out information, and interacted with the crowd for the JAMMitor performances throughout the day

**SIGGRAPH Student Volunteer (2006 – 2009)**

- Assisted with various tasks for the conference, including assisting vendors with their exhibits and explaining their work to the public

**Computer Mania Day Role Model (2006 – 2009), Volunteer (2004 – 2005)**

- Presented a behind-the-scenes look at the creation of the digital puppet Jennifer Webb (2007 – 2009)
- Designed and presented an activity for middle school girls titled "A Pixel is Worth a Thousand Words" (2006)
- Part of CWIT's program to encourage middle school girls to become interested in technology

**Game Developer's Club Secretary (2007), Member (2006)**

- Took weekly minutes, assisted in concept artwork, and 3D models for the game titled "Project Tetra"
- Redesigned the website
- <http://www.umbcgdc.org>

**Society for Women and Technology: Vice President (2004 – 2006)**

- Helped plan, coordinate, and promote different activities throughout the year

**Society for Women and Technology Webmaster (2004 – 2006)**

- Designed and updated the website

**CLEARANCE:** Yes

**CITIZENSHIP:** United States

*References furnished upon request*