

## EXPERIENCE

**Assistant Professor of Interactive Design**  
William Peace University  
July 2023 - Present

- Develops and teaches undergraduate programming and user-centered design courses (teaching load is 24 credit hours per academic year)
- Serves as academic advisor to students from the Simulation & Game Design (SGD) and Interactive Design (IDX) programs
- Serves on WPU's Teaching & Learning faculty committee

**Graduate Teaching Assistant**  
NCSU College of Design  
Jan 2023 - May 2023

- Worked with undergraduate art & design students in their sophomore studio course, offering critique, feedback, and advice on student approaches, processes, and project deliverables
- Taught game design and development practices, including use of Unreal Engine and Unity Engine, to students of highly variable experience and ability levels

**Lead Developer**  
NCSU Libraries  
Mar 2022 - May 2023

- Developed project templates, setup guides, and documentation for Unreal Engine 4 and 5, enabling development for NCSU's custom 360° Visualization Studio
- Creates technical demonstrations exhibiting potential uses of the unique space

**XR Developer**  
NCSU CHASS  
May 2020 - May 2023

- Worked as a developer on the Virtual Martin Luther King, Jr. Project (vMLK)
- Designed and implemented features and changes promoting user comfort & immersion

**Graduate Research Assistant**  
NCSU College of Design  
Feb 2021 - Dec 2022

- Designed and developed projects owned by NCSU's MxR Lab, implementing XR mechanics in the Unreal Engine
- Proposed project direction and design changes based on UX characteristics, technical limitations, and idiomatic approaches to the unique design challenges of creating compelling XR experiences

**VR Designer/Developer**  
NCSU College of Engineering  
May 2021 - Dec 2021

- Designed and developed for transVRse
- Identified challenges faced by developers to guide future direction of development
- Created media explaining and demonstrating plugin setup, features, and workflows

## EDUCATION

### NC State University

Master of Art & Design, 2021-2023

BA English, 2016-2020

## SKILLS

Game Development  
User-Centered Design  
Teaching  
Project Planning

## TOOLS

Unreal Engine (Blueprint)    Adobe:  
Unity Engine (C#)            - After Effects  
Figma                            - Photoshop  
Office Suite                    - Illustrator

## PROJECTS

### **Don't Show. Don't Tell.**

A series of brief VR experiences that explore how embodiment can create fear in ways not seen in other mediums. This exploration is informed by principles of user experience design, theories of human motivation, studies of horror enjoyment, and phenomenologist Maurice Merleau-Ponty's concept of situational spatiality.

### **KendoVR**

A VR project developed in Unreal Engine 4 that features kendo exercises with reactive feedback to help users improve technique.

### **transVRse**

A developer-facing plugin for Unreal Engine 4 that provides assets and tools designed to facilitate cinematography-focused work. The plugin empowers developers to set up camera locations, behaviors, and settings within UE4's VR Preview Play Mode.

### **vMLK**

A digital humanities using cutting-edge technologies to provide an opportunity for scholars, students, and citizens to experience and explore Martin Luther King, Jr.'s speech entitled, "A Creative Protest" in VR, desktop, mobile, and specialty formats.

### **Harlow's Wallpaper**

A VR horror game made in Unreal Engine 4 in which the player is trapped in a room and must solve puzzles to escape.

### **Aqueous**

An educational chemistry card game featuring AR functionality, based around basic solubility rules and intended as a study aid.