

Interaction Designer specializing in physical, technology-driven gameplay for immersive theme park experiences.

## Experience

### Schell Games, Game Designer

June 2013- Present

#### STAR WARS DROID REPAIR BAY

ILMxLAB, San Francisco CA

Design Director for story-based, interactive Droid repair experience for HTC Vive

- Coordinated development of story, including character development, animation, and show writing.
- Designed and iterated on interactions including droid repair and diagnostic moments for four BB-unit Droids in Unity.

#### UNANNOUNCED INTERACTIVE THEME PARK EXPERIENCE

Universal Creative, Orlando FL

Design Director for multiple, large-scale guest interactions for potential land-wide gameplay.

- Conceived 10+ interactive elements that drive land-wide guest engagement and return visitation.
- Created highly visual design documentation for future work, informing technical viability and show elements.

#### UNANNOUNCED INTERACTIVE VR EXPERIENCE

WDI R&D, Glendale CA

Design Director for experimental, story-driven VR experience blending physical and digital interfaces.

- Designed guest flow and character-based interactions; iterated on show script collaboratively with client.
- Implemented content directly into Unity engine, including user interface, character audio, and animations.

#### S.E.C.R.E.T. AGENT EXPERIENCE

Children's Museum of Houston, Houston TX

Design Director for museum experience integrating digital gameplay, physical interactives, and guest tracking.

- Implemented 15+ blended physical and digital interfaces, integrating new puzzle design with existing museum exhibits.
- Wrote narrative and puzzles for six missions, including show concept, dialogue, and guide booklet content.
- Coordinated with external vendors to design and fabricate interactive elements; installed on-site at CMH.

#### PITTSBURGH ZOO MOBILE APP

Pittsburgh Zoo, Pittsburgh PA

Design Director for guest-facing mobile app for enhancing the Pittsburgh Zoo Experience.

- Prototyped initial UX for digital signage, quests, badge collection, map, and staff-facing CMS.
- Wrote and researched over 100 signage entries for animals, facilities, plants, and other notable Zoo POIs.

#### DANIEL TIGER'S NEIGHBORHOOD REFURBISHMENT

Idlewild & SoakZone, Ligonier PA

Project Manager for re-theme and re-furbishment of classic trolley ride

- Co-wrote show and coordinated animatronic design for ride re-themed to Daniel Tiger's Neighborhood IP.
- Coordinated asset production, vendors, fabrication, and on-site refurbishment over 10 months.

## Education

#### CARNEGIE MELLON UNIVERSITY, Pittsburgh PA

May 2013

Masters of Entertainment Technology

#### MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge MA

June 2011

Bachelor of Science in Art and Design (Architecture)

Minor in Comparative Media Studies

## Skills

#### Game & Attraction Development

- Tangible Interfaces
- Virtual Reality Interactions
- Guest Playtesting and Iteration
- Vendor Coordination
- Show Writing

#### Processes & Tools

- Team Creative Workshops
- Adobe Creative Suite
- AutoCAD/SketchUp
- Unity 3D
- Stage Management

#### Prototyping

- Scale Interactive Mockups
- Model Building
- 3D Printing & Laser Cutting
- Workshop Proficiency
- Basic Electronics/Arduino