

## QUALIFICATIONS

Background in interactive design. Programming experience using Java, Mono .NET, and layout using HTML, CSS, PHP, etc. Several years experience using the Unity 2 IDE for game design and related content creation tools such as Adobe's Creative Suite, 3D modeling and animation tools of all kinds, and Apple's Logic Studio.

Excellent knowledge of American and English literature, especially 19th and early 20th century fiction. Eleven years practice in the Japanese martial art Aikido.

## EDUCATION

- 2008-2009 University of East Anglia — Norwich, England. MA Scriptwriting.
- 2003-2007 University of British Columbia — Vancouver, BC. BA double-major Creative Writing and English Literature.
- 1999-2003 University High School — Tucson, AZ

## EMPLOYMENT

- Summer 05 Programmer — idaeim Studio — Tucson, AZ  
Designed and implemented a mySQL database management application and its user interface in Java.
- Jan-April 06 Research Assistant — Vancouver, BC  
Performed research and synthesis on the subject of "apocalypse" for an upcoming publication by Steven Galloway, author of *Ascension* and *The Cellist of Sarajevo*.
- Fall 08 Scriptwriter — Norwich, England  
Co-wrote script for Norwich Heritage and Regeneration Trust celebrating 70 years of City Hall. <http://www.norwich12.co.uk/films/animations.htm>
- Winter 08 Story Developer — EYE Television — Norwich, England  
Workshopped characters and stories for local production company's new project.

## PROJECTS

- How We Survived the Night — <http://www.hwstn.net/>  
Designed and built group blog, later became my personal portfolio.
- Heads Will Roll — Short Film — <http://www.imdb.com/title/tt0473211/>  
I script edited and acted in this student film directed by Brian Danin.
- Music — <http://www.hwstn.net/music/>  
A variety of digital compositions I've created for various people and purposes, or just for fun, using various software synths and sequencers.
- Interactive Games <http://www.hwstn.net/content/interactive/>  
3D story-driven game concepts with playable levels/areas. I created the visual assets, programmed the games' logic, the designs, and wrote the scripts.

## AWARDS

- 2002-2003 Various acting awards at the Southern Arizona Acting Festival and regional Shakespeare Monologue Contest.