

- EXPERIENCE** *Academic Technology Associate, Stanford University, Stanford, CA 2010 - current*
- Provide multimedia, hardware, and academic software support and training for Stanford faculty, staff, and lecturers in the undergraduate humanities departments.
- Animator & Graphic Designer, One Stop Mortgage, Vancouver, BC, Canada 2009*
- Created storyboards, logo design, and animation for One Stop Mortgage's new website.
- Pre-visualization Artist, Coar Media, Bearsville, NY 2009*
- Designed characters, typography, animation, and concept illustrations for a children's TV show.
- Digital Lab Office Staff, Yale Graduate School of Art, New Haven, CT 2002 - 2007*
- Provided technical support for software, printing, and network infrastructure in the graphic design, photography, painting, and sculpture departments.
  - Taught workshops in Adobe Photoshop to Yale undergraduates.
  - Installed and maintained computing and printing facilities around campus.
- Instructor & Administrator, Learning Unlimited, Stanford, CA 2004, 2005, 2009*
- Taught a course to grade 7-12 students on creature design from an evolutionary perspective in 2004 and 2009.
  - Created and taught a seven-week High School Summer Studies course on creature design and illustration in 2005.
  - Helped coordinate the SPLASH event at Stanford, organizing 700+ grade 7-12 students in 1-3 hour classes.
- Research Assistant, Yale Perception & Cognition Lab, New Haven, CT 2004*
- Recruited, scheduled, and ran subjects on custom software to research visual object persistence.
  - Wrote extensive post-session documentation of subject reaction, and helped perform statistical analyses to test theories of attentional queuing and visual response.
  - Designed self-directed curriculum and wrote senior thesis "Making it Read at a Glance: How research in the rapid visual cognition of information relates to publishing."

- EDUCATION** *Vancouver Film School (VFS) Vancouver, BC Jan 2009*
- Diploma in Classical Animation
  - Diploma in Digital Character Animation
- Yale University New Haven, CT May 2006*
- BA in Psychology 3.5/4.0 GPA in Major, Dean's Research Fellowship 2004, Richter Scholarship 2004
- Rhode Island School of Design Providence, RI Aug 2001*
- Certificate in Computer Animation

- SKILLS**
- **Design & Concept Development:** Photoshop, Flash, Illustrator, InDesign, After Effects, Premiere
  - **Animation / Production:** Autodesk Maya, Autodesk Alias SketchBook, Headus UVLayout, ToonBoom
  - **Languages:** CSS, HTML, MEL, some C# and Python
  - **Operating Systems:** Windows XP/Vista; Windows NT/2000; Linux: Redhat, Ubuntu; Mac OS X
  - **Organization:** Microsoft Office Suite (Excel, Word, PowerPoint), SPSS, Open Office, Google Office Suite

- ACTIVITIES**
- President 2004 - 2005 of The Yale Anti-Gravity Society. Co-produced 4 fire juggling circus shows. Currently co-organizing a Mountain View-based juggling club, and art directing for an independant game design group. Actor, backdrop painter, and crew member in student theater.
  - Interests include perception research, avian cognition, illustration, and sculpting monsters.