



+ AR/VR/XR Development



- + Photoshop + Blender
- + Unity + After Effects
- + Premiere + Illustrator
- + Indesign + HTML / CSS
- + Maya + C#



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- + VR game development, mobile game development, PC game development
- + Screen printing, Photogravüre, photolithography



+ Lecturer I 2019 - Present
University of Tennessee, Knoxville

- Courses Taught:
- Fall 2019 - GRDS 150, The Idea of Design
 - Fall 2019 - GRDS 255
 - Spring 2020 - GRDS 150, The Idea of Design
 - Spring 2020 - Philosophy of VR
 - Fall 2020 - GRDS 150, The Idea of Design
 - Spring 2021 - GRDS 150, The Idea of Design
 - Spring 2021 - GRDS 103, 3D and 4D Media
 - Spring 2021 - GRDS 444, Independent Research
 - Summer 2021 - GRDS 150, The Idea of Design
 - Fall 2021 - GRDS 150, The Idea of Design
 - Fall 2021 - GRDS 103, 3D and 4D Media

+ Instructor I 2016 - 2018
University of Wisconsin in Madison

- Courses Taught:
- Fall 2016 - Art 107, Introduction to Digital Foundations
 - Spring 2017 - Art 107, Introduction to Digital Foundations
 - Fall 2017 - Art 107, Introduction to Digital Foundations
 - Spring 2018 - Art 107, Introduction to Digital Foundations

+ Freelance Design and Animation I 2015- Present
Vector Space Studio

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+ IT Specialist I 2015- 2016
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- Screen Printer I 2014- 2015
Green Pea Press



+ Master of Fine Arts
University of Wisconsin in Madison
2015- 2018
4D Media - Animation and Video Game Development

+ Master of Arts
University of Wisconsin in Madison
2015 - 2018
4D Media - Animation and Video Game Development

+ Bachelor of Fine Arts
University of Alabama, Huntsville
2011 - 2014
Print Media - Printmaking, screen printing

+ Associate of Arts
Calhoun College
2009 - 2011
Studio Art and Graphic Design

PRESENTATIONS

"Virtual Reality Pizza Prototype for Autistic Learners" Connecte CT89W2 (j)-21CT1.539u -12.8.8 (BDC BTw)1



