

Qualifications Summary

- Possesses leadership experience, having taught and been in leadership positions since 2007.
- Adobe Certified Educator for Photoshop CS5.1.
- Skilled in both the plastic and digital arts, including 3D modeling, texturing, concept art, animation, digital painting, drawing, painting and stippling.
- About eight years of programming experience.

Experience

George Mason University
Adjunct Faculty

Fairfax, VA 22030
August 2015 - Present

I am assigned to the school of Computer Game Design in the College of Visual and Performing Arts. I teach Introduction to Game Design, a 3-credit 100-level class that is an art elective for all majors. I am the first female instructor for Computer Game Design, and the youngest person to be assigned to the College of Visual and Performing Arts.

Catlilli Games
Lead Programmer

Manassas, VA 20109
July 2015 - Present

I am the lead programmer for the upcoming game, Crazy Cats.

Mason Game and Technology Academy (MGTA)
Convention Coordinator

Fairfax, VA 22030
May 2015 - Present

I oversaw the MGTA involvement in the Video Gamers United Convention (VGU Con). I coordinated the MGTA workshops, including overseeing workshop site creation, and organized the hiring and scheduling of workshop instructors. During VGU Con, I will represent MGTA at our booth and will speak on two panel discussions: Violence in Video Games and Video Games in Higher Learning.

STEM exCEL
Manager, Lead Instructor

Fairfax, VA 22030
March 2015 - Present

STEM exCEL is a growing company that offers after-school enrichment and Summer classes to Elementary-age students, covering topics within the STEM fields. Alongside the director, I manage the efficacy and efficiency of the business as a whole, as well as instructor affairs. I also keep our website and social media up to date, create and revise lesson plans, and complete the graphic design work for all print and interactive media, such as flyers and our website. Finally, I lead 3D Printing courses in the classroom, and am in charge of all our 3D Printers and student prints.

GravTech Games
Character Artist, Concept Artist

Orlando, FL 32822
September 2014 - September 2015

I model and texture characters, including the main character, for their upcoming game, NORA. I also create Environmental Concepts.

Mason Game and Technology Academy (MGTA)
Game Design Instructor, Teaching Assistant

Fairfax, VA 22030
Summers 2014, 2015

The first year, I was an Instructor for one Game Design class, specifically aimed toward girls ages twelve to eighteen, and a Teaching Assistant for two other Game Design classes for all genders, one for ages nine to twelve and one for ages thirteen to eighteen. The second year, I was the Instructor for four Game Design classes, one of which being the girls-only class, one taking place online through Scrib, and one involves training other instructors to teach Game Design.

Stemtree
Graphic Designer, Graphics Creator

Vienna, VA 22180
Summer 2014

I created graphics for the education center's STEM classwork, and I designed and consulted on company branding, specifically for the website.

Xtreme Procision (XP)
Art Intern

Manassas, VA 20109
Summer 2013

I acted as a 2D Artist and Music/Sound Developer in a team of five to create a game for XP. This educational game is made to highlight proper tackling techniques to teach players how to keep their heads out of the game and help avoid bad habits while playing football that would cause head injury. I created digital paintings for menu splash screens depicting football action scenes, composed the music theme, recorded and mixed the sound effects and designed the startup icon.

GMU Star Lab
Game Lab, Front Desk, Multimedia Mentor

Fairfax, VA 22030
August 2013 - May 2015

I worked in the Game Lab and helped students gain a better knowledge of game development software, such as Autodesk 3DS Max, Unity and Adobe Photoshop. I also worked at the Front Desk, where we rent out digital video cameras, tripods, audio kits and other film equipment to students, faculty and staff, and deal with late fees for such equipment. Finally, I worked as a Multimedia mentor, where I helped students with Adobe Creative Suite, HTML and scanning.

GMU Training and Certification (T&C)
Instructor

Fairfax, VA 22030
February 2012 - September 2013

I taught Thesis and Dissertation classes, as well as classes for products in Adobe Creative Suite 6. In addition, I designed advertisements for T&C, and at times I ran the office and proctored certification exams.

GMU Collaborative Learning Hub (CLUB)
Lab Assistant

Fairfax, VA 22030
September 2011 - May 2013

I worked the Front Desk of the Lab and helped students, faculty and staff gain a better knowledge of Adobe Creative Suite, Microsoft Office, HTML and Blackboard.

Kenmore Middle School
Tutor, Judge

Arlington, VA 22204
Springs 2008, 2010

I taught middle school students the fundamentals of programming through ALICE, a 3D program by Carnegie Mellon and University of Virginia made as a training tool for young children, to create games and/or short films. The students' final products were judged and the winners received prizes.

Stage Door Theatre
Junior Counselor, Assistant Director

Arlington, VA 22204
Summers 2007, 2008

I worked with children ages nine to eleven in theater, music and dance.

Education

George Mason University
Bachelor of Fine Arts, Computer Game Design
Minor, Art and Visual Technology

Fairfax, VA 22030
Graduated May 2014
Overall GPA: 3.50

Honors College student ▪ Dean's List ▪ Graduated Cum Laude

Skills

Adobe Photoshop (ACA Certified), Illustrator, InDesign, Dreamweaver, Flash, After Effects
Autodesk 3DS Max, MotionBuilder

Programming/Scripting languages: Python, Java, Javascript, HTML5, CSS3

Engines: Unity, Construct 2, Unreal Engine, Game Salad, Game Maker

Microsoft Word, Excel, Powerpoint, Access, Outlook

Fluent in English

Intermediately proficient in Spanish (read, write and speak)

Publications

2013: Two of my works are published in Volume 16 of Volition: George Mason's Literary and Arts Journal. "Bust Digital Painting" is on page 22, and "Lilies in Easter" is on page 26.

2012: I worked on illustrations for a novel entitled Alisya, which is a political commentary on current Filipino society in the style of Alice and Wonderland. It is to be published in the Philippines.

2008: I acted as a contributor to an online Python textbook, How to Think Like a Computer Scientist: Learning with Python 3.

Freelance

2015: Itinerary card for a weekend-long wedding.

2014: Website banner for the Tiny Steps Mommy blog.

2014: Team shirts for participants in the ZERO Prostate Cancer Run.

2013: Baby shower invitations based on an elephant theme.

2013: Team shirts for participants in the ZERO Prostate Cancer Run.

2011: Team jerseys for a local paintball team, the Desk Jockeys.

Exhibitions

2010: The Arlington County Scholastic Art and Writing Awards, Gold key for Visual Arts

2010: High School Juried Show, Certificate of Recognition for Visual Arts