

Education

Harvard University (July 2024-present)

- **Ed.M in Learning Design, Innovation and Technology**

Carnegie Mellon University (2020-2024)

- **B.F.A in Art: Electronic Media Concentration (XR/3D)**
- Minors in **Human Computer Interaction, Game Design**
- Graduated with University Honors, College Honors, Deans List
- CMU S.o.A Graduation Ceremony student representative speaker

Awards

- CMU Women's Association: Outstanding Senior Scholarship Award (2024)
- CMU Graduating Senior Leadership Recognition Award (2024)
- CMU Samuel Rosenberg Award (2024)
- XRTC Creative Research Grant Winner for project "Jelly Invasion" (2023)
- CMU J.B. Ellis Award (2022)
- CMU Wilfred Readio Award (2021)

Experiences

VR Research Assistant (Sept 2023 - May 2024)

CMU Human Computer Interaction Institute

- Augmented Perception Lab, working with Professor David Lindlbauer
- VR development to analyze virtual and physical alignment, audio perception
- Paper accepted to 2024 IEEE ISMAR conference, presenting in Oct 2024

Asymmetric Cooperative AI Research Assistant (Sept 2022 - May 2024)

CMU Human Computer Interaction Institute

- Center for Transformational Play Lab, working with System Scientist Dr. Erik Harpstead
- Main 3D artist / level designer creating test environments for AI cooperation with humans in a multiplayer asymmetric cooperative task setting
- Presented project with team at 2023 FDG Conference at Lisbon, Portugal and 2024 ARL STRONG Conference at Boulder, Colorado
- Project accepted to 2024 Conference on Games, hosted as AI Hackathon at Georgia Tech Institute of Technology, June 2024

Teaching Assistant: Intro to Immersive Tech (Sept 2023 - Dec 2023)

CMU IdeaTe / Global Languages Dept

- Working with Professor Stephan Caspar- course # 82250

XR Content Creation Intern (2023 summer)

IPG Health- Studio RX

- Medical XR simulations, for both internal and client projects
- 3D interactive data visualization utilizing Mixed Reality with Oculus Quest Pro

XR Research Intern (2021-2023)

CMU Entertainment Technology Center

- Working with Director of Educational Engagement John Balash
- Collaborative projects with Arena XR, Anouk Wipprecht, Viktoria Modesta, Children's Museum of Pittsburgh, Mo Willems, and more

NFT Department Motion Graphics & UI/UX Intern (2022 summer)

Hyosung TNS, MetaGalaxia

- PFP NFT Project for Web 3.0 market and designing monthly NFT series for company line icon "Slibo"
- UX/UI Prototyping for main NFT Platform- web and mobile

Expertise

XR, 3D Programs / Engines:

- Unity
- Unreal
- Autodesk Maya
- Blender
- Meta Spark AR
- Rhino 7 CAD

Adobe Suites:

- 3D Substance Painter
- Premiere Pro
- After Effects
- Aero
- Photoshop
- InDesign
- Illustrator

UX Design:

- Figma

Passion for interactive project dev, collaborative projects, simulations, etc

Activities

- CMU School of Art
Program Ambassador (2022-24)
- CMU Game Creation Society
Public Relations Chair (2021-22)
- CMU Tartan Newspaper
Art Editor (2020-22)
- Wave Learning Festival
Engaged Seminars Team (2020-21)