

WORK EXPERIENCE

- August 2015 - Present** **Boston College
Carroll School of Management**
Candidate for Masters of Business Administration - Class of 2017
- Specializing in Brand Management, Data Analytics, and General Management
 - Graduate Teaching Assistant (TA) for the Boston College Economics Department for assorted junior and senior-level undergraduate Economics courses.
- Summer 2016** **Kaiser Permanente (Pleasanton, CA)
IT Resiliency Management**
Marketing Communications Master's Intern
- Develop new marketing and corporate communications strategy and materials for the Information Technology Resiliency Management office, generated research and communications materials including presentations, speeches, infographics, web sites, and conference materials for C-Suite executives, senior executives, vendors, external clients, and all internal IT workforce.
- October 2010 - July 2016** **Independent Animated Short Film
ONE PER PERSON**
TRACEBACK STUDIOS - Found/Owner, Director, Writer, Executive Producer
- Co-created 10-minute computer-generated animated film. Co-recruited and co-supervised an all-volunteer international crew of over 100 artists. Helped implement a successful Kickstarter fundraising campaign.
- January 2015 - June 2015** **Sony Pictures Imageworks (Vancouver, Canada)
PIXELS (released 2015)
HOTEL TRANSYLVANIA 2 (released 2015)**
Contract Lighting and Compositing Technical Director
- PIXELS: Lit and integrated 3D CG assets into film plate.
 - HOTEL TRANSYLVANIA 2: Lit, rendered, composited, and troubleshoot all assets in assigned shots for both 2D and stereoscopic 3D versions of the film
- August 2014 - October 2014** **42 Entertainment (Los Angeles)
DISNEY JUNIOR TELEVISION BUMPERS (air date beginning 2014)**
Contract Lighting and Compositing Artist
- Assisted with construction of new V-Ray pipeline; lit, rendered, composited, and troubleshoot 64 different 10-second animated logo bumpers for air on television.
- April 2014 - May 2014** **RGH Themed Entertainment Media (Los Angeles)
UNANNOUNCED FILM FOR THEMED ENTERTAINMENT RIDE (no release date announced)**
Contract Lighting and Paint Technical Director
- Created look development utilizing Arnold shaders, troubleshoot shots, implemented scene lighting, and created custom methods of texture projections within Maya.
- August 2012 - February 2014** **Avalanche Studios (New York City)
JUST CAUSE 3 (released 2015)**
Contract Senior Lighting Artist
- Sole lighting artist for entire project, worked to develop lighting pipeline and implementation via collaboration with Art Director, Technical Artists, Engineering Department.
- June 2012 - July 2012** **Moving Picture Company (MPC) - Commercials Division (New York City)
NIKE+ :30 and :45 COMMERCIAL (released 2012)**
Contract Lighting Technical Director
- Lit and integrated 3D CG assets into film plate.
- October 2011 - April 2012** **Moving Picture Company (MPC) - Features Division (London, UK)
PROMETHEUS (released 2012), DARK SHADOWS (released 2012)**
Contract Lighting Technical Director
- Debugged, lit, and integrated 3D CG assets and characters into live action scenes including, but not limited to: digital doubles, metallic objects (vehicles, etc), fur and environments for scene extensions.
- May 2011 - July 2011** **Reel FX (Dallas, TX)
ICE AGE: A MAMMOTH CHRISTMAS (released 2011)**
Contract Lighting and Compositing Artist
- Lit, rendered, composited, and troubleshoot all assets in assigned shots.
- October 2010 - April 2011** **Digital Domain (Los Angeles)
TRANSFORMERS: DARK OF THE MOON (released 2011)**
Contract Lighting Artist and Pipeline Technical Director
- Lit and integrated 3D CG characters and models into live action scenes, scripted plugins using Python, MEL, and Bash; and translated legacy MEL scripts into Python.
- March 2010 - October 2010** **Walt Disney Animation Studios (Los Angeles)
TANGLED (released 2010)**
Contract Assistant Technical Director - Lighting and Rendering

- Shot conversion to stereoscopic 3D. Additional responsibilities included: paint fix, lighting, compositing, tool creation, python scripting, and pipeline troubleshooting, active technical support for lighting department, and backup technical support for other departments including Animation.

**November 2008 -
March 2010**

Blue Sky Studios (Greenwich, CT)

ICE AGE: DAWN OF THE DINOSAURS (released 2009), RIO (released 2011)

Contract Lighting Technical Assistant

- Liaison between lighting and animation departments, ground shot files for studio software, render wrangled, debugged shots from animation, tracked assigned sequences through lighting.

**December 2007 -
October 2008**

DreamWorks Animation SKG (Los Angeles)

MONSTERS VS ALIENS (released 2009)

Contract Production Assistant

- Assisted with pipeline management, management of artists schedules, meeting arrangements, and updating of shot tracking documents.

**August 2007 -
December 2007**

Georgia Institute of Technology (Atlanta)

Graduate Research Assistant - 3D Graphics Specialist

- Provided 3D models, textures, rigs, and animations for mobile augmented reality games developed at Interactive Media Technology Center using Maya, 3D Studio Max, and Milkshape.

EDUCATION

**August 2015 -
May 2017**

Boston College (Chestnut Hill, MA)

MBA - Masters of Business Administration

**August 2003 -
December 2006**

Purdue University (West Lafayette, IN) - Graduated with Distinction (GPA: 3.7)

B.S. - Computer Graphics Technology (Minor in Entomology)

PROFESSIONAL ORGANIZATIONS

**October 2016 -
Present**

Women In Animation

Professional member

**November 2014 -
Present**

Visual Effects Society

Member

**January 2007 -
Present**

ASIFA-Hollywood

Professional member, authorized Annie Awards voter