

## Designing Memorable Experiences that bring Joy to people

### Experience

#### **Mycotoo Entertainment Inc., Pasadena, CA**

Showset Associate, Freelance | August 27 - September 14, 2018

Provided support to the Show Set team on a show set package to help them meet a deadline (AutoCAD 2D, 3D)

#### **FractaVisual Designs, Rancho Cucamonga, CA**

3D Modeler, as needed | April - October 2018

Late July to August 2018, part of a creative team working on a small museum project creating 3D models and assisting with fabrication drawings (SketchUp, AutoCAD 2D).

As needed, create 3D models for a variety of projects based on reference materials and/or sketches (SketchUp). For some models, I chose the textures and theme.

#### **Zeitgeist Design and Production, Altadena, CA**

3D Modeler, freelance | March 10-16 2018

Created a 3D model of a branded environment based on a theme and sketches (SketchUp)

#### **American Scenic Design, Inc., Pasadena, CA**

Associate Show Set Designer | September 2017 - January 2018

Created 3D models of plans for visualization (SketchUp)

Worked on final phases of a show set package (AutoCAD 2D)

Created early iterations of a queue line and a ride vehicle

#### **National Building Museum, Washington, DC**

Visitor Services Representative | July 2016 - May 2017

Clean, maintain, and monitor galleries. Assist visitors when needed. Sell tickets and memberships to visitors.

"Timber City" Exhibition (Sep 2016) - Assisted the Chief Preparator with the final stages of installation by applying vinyl graphics.

#### **Smithsonian National Museum of American History**

Intern | August - December 2014

Fall Intern for the Office of Building Renovation and Exhibition Services

Created 3D renderings and glyphs of 56 artifacts and layouts of artifacts (Vectorworks). Created text rails for 3 cases (InDesign).

Worked with and coordinated between Designers and Curators

### Capabilities

#### **Concept Design**

**Research** - visuals, history & culture, background information, textures & materials, story outlines, pitch decks & presentations

**3D Modeling in SketchUp with V-Ray rendering (expert)** - visualizations, white models, design layouts

**Hand Drawing** - basic perspective drawing

**Develop Concepts** - idea generation, explore interactives (analog & digital), extras to enhance experience, and details, objects, & elements

#### **Design Development**

**3D Modeling in SketchUp with V-Ray rendering (expert)** - visualizations, details & layers, textures & materials, lighting and feel, design elements & objects

**Adobe PhotoShop** - post-production of SketchUp models, concept art as a 3D model (not illustration).

**CAD** - Experience with AutoCAD and Vectorworks creating basic drawings, dimensioning, & show set packages. No experience or skills in drafting.

### Education

Fashion Institute of Technology  
AAS, **Visual Presentation & Exhibition Design**, cum laude - May 2014

Fashion Institute of Technology  
Minor, **Art History** - May 2014

Fashion Institute of Technology  
AAS, **Photography**, cum laude - May 2012