

OBJECTIVE

Pursuing a position at a company with excellent engineers and a casual workplace, where I can combine my passion and skillset for lighting design and application development to create immersive worlds and to develop tools that advance the art of lighting design.

SELECTED DESIGN EXPERIENCE

Freelance Lighting Designer	<i>Lighting Designer and Programmer</i>	Pittsburgh, PA & Chicago, IL	Sept 2013 – Present
The Rex Theater	<i>House Lighting Designer</i>	Pittsburgh, PA	Aug 2019 – Present
The Thunderbird Café	<i>House Lighting Designer</i>	Pittsburgh, PA	Aug 2019 – Present
Cake Nightclub	<i>House Lighting Designer</i>	Pittsburgh, PA	Jan 2018 – Nov 2019
Cavo Nightclub	<i>House Lighting Designer</i>	Pittsburgh, PA	Nov 2017 – Nov 2019
Carnegie Mellon University	<i>Lighting Instructor for Precollege</i>	Pittsburgh, PA	June 2019 – Aug 2019
Nautilus Entertainment Design	<i>Lighting Design Intern – CAD Draftsperson</i>	San Diego, CA	May 2018 – Aug 2018
Eugene O'Neill Theatre Center	<i>Lighting Design Fellow</i>	Waterford, CT	May 2013 – Aug 2013

SOFTWARE ENGINEERING EXPERIENCE

Movatic	<i>Software Engineer – New Systems</i>	Ann Arbor, MI	July 2017 – Aug 2017
<ul style="list-style-type: none">Developed a website based off an existing platform and codebase to pivot company productsWorked with Python, JavaScript, and React to implement the new website designRebuilt the login pages to properly secure user passwords and data using SHA-256			
Wolverine Trading Technologies	<i>Software Engineer – Connectivity Team</i>	Chicago, IL	Sept 2013 – Oct 2016
<ul style="list-style-type: none">Maintained and improved client and exchange facing, enterprise software in C++, Java, Python, and SQLDeveloped and designed monitoring systems to verify the accuracy of FIX messages sent to the financial exchangesLead the design and development of systems to simplify global configurations of client settings to improve onboarding time and message accuracySimplified application configurations reducing over 600 configuration files by 60% on average			
Wolverine Trading Technologies	<i>Software Intern – Rapid App. Development</i>	Chicago, IL	May 2012 – Aug 2012
<ul style="list-style-type: none">Developed a testing platform that mimicked real world exchanges, allowing developers to test with current market values and execute against live orders in an isolated environmentUtilized custom APIs and threading to improve the speed of the testing environment by 90%			
Visteon	<i>HMI Graphics – Subsystems Rendering</i>	Van Buren, MI	May 2011 – Aug 2011
<ul style="list-style-type: none">Designed graphical user interfaces for automotive cluster unitsTested and evaluated UI engines to discern which tools worked best for Visteon's design processWorked with international teams in France and India to develop demonstrations of our hardware and software capabilities			

OTHER EXPERIENCE

Frio to Fuego Moto-Adventure	<i>Team Member – Photographer</i>	North & South America	Oct 2016 – July 2017
University of Michigan	<i>Electrician and Stagehand</i>	Ann Arbor, MI	Sept 2009 – Apr 2013

EDUCATION

Carnegie Mellon University	<i>MFA Lighting Design</i>	Pittsburgh, PA	May 2020
University of Michigan	<i>BSE Computer Science – Minor in Lighting</i>	Ann Arbor, MI	Apr 2013

AWARDS

Best Lighting Design (non-equity) – Coraline	Broadway World Chicago	June 2014
Eugene O'Neill Theatre Center Lighting Fellowship	Eugene O'Neill Theatre Center	Apr 2013
KCACTF Region III Award Winner/National Finalist – Lighting Design	The Kennedy Center	Jan 2013
ETC Sponsored Student for Live Design International	Electronic Theatre Controls	Nov 2012

RELATED SKILLS

Environments	Linux, Windows, MacOS X, iOS, Android, ETC Eos, High End Hog4, GrandMA2, PRG Vx76
Applications	Visual Studio, Jira, GIT, SVN, Eclipse, AutoCAD, Vectorworks, Lightwright, Photoshop, Light Converse
Languages	C++, Python (skilled), C#, SQL, Java (intermediate), JavaScript, HTML, CSS, LUA, VB.NET (basic)