

Education

- **Ph.D in Communication, Rhetoric, and Digital Media**
North Carolina State University
Expected: May 2020
- **M.S. in Instructional Design**
University of North Carolina: Wilmington
August 2017 - January 2020
- **M.A. in New Media Studies**
conc. Videogame Cultures
DePaul University
June 2014 - June 2016
- **B.A. in Technical Communication**
conc. Commercial Publishing/UI & UX
- **B.A. in English**
conc. Poetics
University of North Texas
August 2012 - May 2014

Expertise

- **UI/UX**
User Research
Wireframing
Persona Creation
Qualitative Interviewing
- **Creation Software**
Photoshop
InDesign
Muse
Dreamweaver
Premier Pro
AfterEffects
Slate
Madcap Flare
FrameMaker
- **Data Parsing Software**
ChalkMark
ClickHeat
Google Analytics
Twitter Analytics
Sketch
R & RStudio
SAS
SPSS
- **Production Software**
MAYA
Blender
Unity
Unreal

Awards & Appointments

- NCSU Graduate School Summer Fellowship (2019)
- Editor of Book Reviews & Notes for *Unbound: A Journal of Digital Scholarship* (2019 – present)
- NCSU Certificate of Teaching Excellence (2019)
- Science and Technology Studies' course adviser (August 2017 – August 2018)
- Student Representative, *Digital Frontiers Conference Board* (2017 – present)
- NCSU Provost Doctoral Fellowship (2016-2017)
- DePaul's NMS Graduate Assistantship recipient (2014 – 2016)
- Delta Epsilon Iota Featured UNT Member (May 2014)
- UNT President's List (Spring 2012-Spring 2014)
- UNT Dean's List (Fall 2012)

Experience

- **Lecturer**
North Carolina State University
August 2016 - Current
 - Instructor of note on the following classes: **Communication 427: Game Studies**, **English 331: Communication for Engineering and Technology**, **English 367: Multimedia Production and Digital Culture**, **Interdisciplinary Studies 201: Environmental Ethics**.
 - Facilitate student learning through multimodal assignments, engaging lectures, and real-world externship components.
 - Engage in continued-learning through Graduate School Pedagogy courses.
- **Research Assistant**
North Carolina State University
August 2016 - June 2017, August 2018 - Current
 - Assisted Dr. Stephen Wiley on a \$50,000 USD grant for a locative media app for ethnographers.
 - Assisting Dr. Victoria Gallagher on a total of \$110,000 USD grants conducting user testing and implementation for a website component to supplement in-person virtual reality experience.
- **Usability & Implementation Specialist**
Art on Sedgwick
March 2016 - June 2016
 - Usability tested company's website and assisted in implementing recommendations.
 - Created business and outreach personas, stylesheets, example social media templates, and official letterhead material.
- **Graduate Assistant/Design Assistant**
DePaul University
August 2014 - June 2016
 - Worked in InDesign and Photoshop to produce department-wide materials such as visiting scholar announcements and posters, style-sheets and outreach assets.
- **Owner, Consultant**
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March 2013 - Current
 - Consult with digital media creation companies to assist in developing style guides, documentation standards, internal review standards, social media templates, and public outreach standards.
 - Previous contracts include BioWare Studios, LionHead Studios, Uptake, RedHat, and Red Storm.