

Education

Indiana University, Computer Science, BS 2012
Indiana University, Experimental Music and Sonic Arts, BA (IMP) 2012
Indiana University, Mathematics, BA 2012

Performances/Presentations

“Glacial Layer” – Murphy Art Center

Video installation artist, music performer, Indianapolis, IN. 2010

“CEnsR (Computer Ensemble for Research)”

Various performances, MaxMSP software development/research, Indianapolis, IN. 2009-current

“ORANJE Festival” - contemporary art & music event

Performer, Indianapolis, IN. 2009

“FOUND”

Event Performer/Collaborator, Bloomington, IN. 2009

“A/V Happy Hour”

Event Planner/Performer in the SoFA, Bloomington, IN. 2009

“Music Boxes” Interpreting the Square - City Hall Art Gallery

Installation sound artist, Bloomington, IN. 09/1/2009 – 10/1/2009

“Exploring Rhythms of the Brain through the Sonification of Neural Data”

IMP Senior Graduation Ceremony, Poster Presenter, Bloomington, IN. 2009

“Exploring Rhythms of the Brain through the Sonification of Neural Data”

IU Hutton Honors College Research Fair and Symposium, Bloomington, IN. 2009

Sound Design/Composition

GameZombie.tv

Lead Sound Designer & Video Editor, January 2008 – January 2009
-produced custom sound effects & music

“The Soul” (Independent Film)

Sound Editor/Designer, 2008-2009

“Medivative, Our World” (Aircom Manufacturing)

Videographer/Animator/Editor/Composer for company’s show booth video presentation, 2008