

## Professional Experience

- Electronic Theatre Controls (ETC) – Product Assurance Specialist** September 2018 to Present  
Working with a variety of lighting equipment to test upcoming Cobalt and Eos software. Beginning development on automated Eos testing
- Electronic Theatre Controls (ETC) – Product Assurance Extern** Summer 2017  
Worked with a variety of lighting equipment to test upcoming Cobalt software and the new RFR app  
Continued work on programming development of RDM testing tool
- Contemporary American Theater Festival (CATF) - Sound Intern** Summer 2016  
Sound Technician in three unique spaces for five premiering shows and board op for one show located outside Washington D.C.
- USITT Elite Training** Las Vegas, NV May 2016 & May 2015  
2016: Selected for a four-day Sound training program with Meyer Sound on the Cirque du Soleil campus  
2015: Selected for a four-day Projection training program with Coolux on the Cirque du Soleil campus.
- People's Light Theatre** Malvern, PA Summer 2015  
Worked under the Master Electrician in a professional theatre comprised of two black box theaters.
- UB Student Association - Sound Technician** 2016 – August 2018  
Supplying official UB clubs and activities with audio and visual set ups and running the set ups for events.

## Other Related Experience

- UB Hacking Competition** November 4<sup>th</sup>-5<sup>th</sup>, 2017  
Created hand gesture based, local wireless controls for Eos using a Leapmotion and OSC (Placed in top 5)
- LED Workshop for Zodiaque 2017** Spring 2017  
Worked in a team to use Arduino to apply dynamic LED lighting to costumes.
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|--|------------------------------|----------------------------|-------------------|------|
| <b>American Idiot</b>                        | UB Drama Theater             | Asst. Projections Designer | Gary John La Rosa | 2017 |
| <b>Legally Blonde</b>                        | UB Drama Theater             | Asst. Sound Designer       | Keith Andrews     | 2015 |
| <b>Savage in Limbo</b>                       | UB Black Box                 | Sound Designer             | Maria Horne       | 2015 |
| <b>How Did We...?<br/>(World Premiere)</b>   | UB Drama Theater             | Head of Media Jungle       | Doug Fitch        | 2014 |
| <b>Emerging<br/>Choreographer's Showcase</b> | UB Katherine Cornell Theater | Lighting Designer          | Melanie Aceto     | 2014 |

## Selected Theatrical Skills

- Cobalt, Eos, Lighting Control Software and hardware experience
- Sound and Projection experience with QLab
- Projection with Pandora's Box and Widget Designer (by Coolux)
- Basic CAD and Database Applications: AutoCAD, LightWright
- Theatrical-adopted Applications: GIMP
- Experience in Hand Drafting
- Basic Signal Path Drawing
- Experience in Arduino programming

## Selected Software Development Skills

- Computer Languages: C++, Java, Python
- Coursework in Data, Discrete and Digital Structures, Algorithms, and Operating Systems
- Operating System Experience: Windows, Linux, OS X
- Computer Troubleshooting Skills
- Adobe Dreamweaver Experience
- Experience in Using CVS, Eclipse and UML Tools
- Open Sound Control (OSC) Programming and Show Control Experience

## Education & Achievements

University at Buffalo (UB), Buffalo NY Summer 2018  
BFA in Technical Theatre & BS in Computer Science

Achieved the Rank of Eagle Scout December 2012

**References Available Upon Request**