

EDUCATION

Indiana University Bloomington

May 2026

Major: Informatics

Bloomington, Indiana

Cognate: Media

Minor: Computer Science & Video Game Design

Status: Fourth-year student, Direct Admission to Luddy School of Informatics, Computing, and Engineering

Related Courses: CSCI-C 212 Introduction to Software Systems, CSCI-C 343 Data Structures, MSCH-G 300 Game Production, INFO-I 453 Computer and Information Ethics

INDEPENDENT STUDIES

LGBTQIA+ Privacy Concerns:

September 2022 - December 2022

- Performed research in an independent study focused on bias in AI, AI creators, social media sites, and third-party software when handling sensitive data. Mentored by Dr. Ece Gumusel.
- Granted a leadership position in writing a case study on the privacy concerns of the LGBTQIA+ community and women online, and used Microsoft Excel to handle all data collected.
- Held a small conference intended on educating individuals who had concerns for their online safety, and other researchers focused on a similar topic. Used foundations of Data Analytics to help stakeholders better understand the state of such social sites.

SKILLS

L^AT_EX: Frequent use of L^AT_EX to compile reports and other documents.

Hardware: Independent work to build basic computers.

Programming: Java, Excel for Data Analytics, JavaScript, Python, UnrealEngine, and C#

Linguistic: 5+ years of experience learning Spanish

Arts: Studying piano and cello since 2011, viola since 2015

WORK EXPERIENCE

Game Design Intern

Indiana University

August 2025 - Present

Bloomington, Indiana

- Working collaboratively with two other game design interns to organize events that aim to educate women and all on elements of game design.
- Demonstrating deep knowledge of the game design process and the industry.

UI/UX Intern

Invoke Learning

May 2025 - August 2025

Brownsburg, Indiana

- Brought on for UI/UX, suggested redesigns of company website and software tools tailored to higher education data analytics.
- Wrote documentation for various database sources and API connectors.
- Created a user-friendly user-guide for the California Community Colleges student data analytics tool.

Technical Animator & Game Developer

Nocturnus Media, LLC.

January 2024 - August 2024

Bloomington, Indiana

- Responsible for designing and animating sprites using software such as Aseprite and Unity Engine.
- Given a leadership position in designing UI elements for video games.
- Worked with other animators and developers in order to create polished products.

Code Instructor

Code Ninjas

May 2023 - August 2023

Carmel, Indiana

- Instructed children aged 4-15 through various learning exercises in Unity, Microsoft MakeCode, and Scratch.
- Given a leadership position in teaching Boot Camps that taught computer science principles.
- Helped to ensure the safety of the children by maintaining a safe, friendly environment for all to learn in.