

**Producer and narrative designer** passionate about supporting **narrative, voiceover, and cinematic** teams. Sharpened **production management** skills through a design-centric education and film production background. Significant experience producing films, games, and experiences in the **Unreal Engine**. Devoted to fostering inclusive, collaborative, and creative spaces!

Looking for a **highly collaborative** environment to tackle ambitious challenges and develop impactful stories.

#### TOOLS

Jira  
Trello  
Notion  
MS Office

Miro  
Unreal 5  
Shotgrid  
Final Draft

#### SKILLS

Task Management  
Project Planning  
Agile/Scrum  
Pipeline Development

Risk Mitigation  
Asset Management  
Bug Tracking  
Team Management

User Testing  
Version Control  
Narrative Design  
Screenwriting

#### WORK EXPERIENCE

##### FCAT Podcast - Producer/Host

Vancouver  
September 2022 Ongoing

**Segment creation** for multiple episodes. Worked with the lead producer to create **the production schedule** and contact show guests. Crafted **promotional material** on Medium to highlight episode content.

##### ALIA - Producer

Toronto  
January 2018 January 2020

Facilitated communication between the production team and clients such as Destination Ontario, Jack.org, and Ontario Parks. Contributed to **ideation**, budgeting, scouting, shoot planning, **casting, editing**, production management, and project delivery.

#### NOTABLE PROJECTS

##### Catch of the Night - Director + Writer

Vancouver  
April 2022 September 2022

3D and 2D animated, **interactive** short film built in Unreal 5. Ran weekly sprints and daily hybrid scrum. Sprint retrospectives. Conducted **development and review** meetings with each member of my team. Led previsualization in Unreal 5's Sequencer. Sourced and **hired contractors** for 3D work. Sourced a MOCAP studio and built the production schedule. Organized **production pipelines** for artists, designers, and developers.

##### Yumebau Inc. - Producer

Vancouver  
January 2022 April 2022

Facilitated the design and development of multiple AR games from **conceptualization to delivery** for Yumebau Inc within the Centre for Digital Media Master's program. Constructed a development pipeline based on a **new SDK** and coordinated across design, development, and UX teams, ensuring a cohesive and efficient **production framework**. Conducted **rapid ideation sessions** developing initial concepts to level designs. Sprint retrospectives.

##### Poyong - Narrative Designer

Vancouver  
January 2022 April 2022

Constructed character and setting briefs. Steered ideation and conceptualization of narrative premise. Built **research reservoir for historical background** of game setting. Developed story beats and choice structure to guide dialogue and narrative interactions. **Wrote all dialogue**. Created within the Centre for Digital Media.

**EDUCATION** Centre For Digital Media, UBC - 2021 to 2022  
Master's of Digital Media - Game Development

Ryerson University - 2020 to 2021  
Certificate of Digital Art - Animation

Queen's University - 2015 to 2000  
Bachelors of Arts - Film/Comm + Poli Sci

**WORKSHOPS/ GAME JAMS** Town One Game Jam 2021 Spark Animation 2022

SIGGRAPH 2022

Games in Action 2022