

**OBJECTIVE:** With over ten years of experience across film, TV and gaming in a range of creative and produciorial positions, I am no stranger to the art of storytelling and more importantly, the art of collaboration. Having played integral roles in finding new creative voices, working on expansive worlds like *The Conjuring* franchise and DC Comics, and helping shape rich new stories for both film and games, I possess a deep understanding of the creative iterative process, making me a valuable asset for any game writing team.

## CREDITS:

### Video Games

*Unannounced Indie Video Game* | 2025 Release | Astrid Entertainment | Writing Consultant / Coordinator

*Unannounced AAA Video Game* | 2028 Release | Crystal Dynamics | Writing Consultant / Coordinator

### Game Jams

*Unannounced Top-Down Pixel Art Horror RPG* | Oct 31 2024 Release | Small Loan Studio | Writer

*The Ouroboros Express* | Released 2024 | NaNoRenO Game Jam | Small Loan Studio | Editor | Play [here](#).

### Feature Films

*Shazam! Fury of the Gods* | 2023 | Warner Bros | Assistant to David F. Sandberg

*The Suicide Squad* | 2021 | Warner Bros | Production Company Executive

*Shazam!* | 2019 | Warner Bros | Production Company Executive

*Annabell Comes Home* | 2019 | Warner Bros | Production Company Executive

*The Nun* | 2018 | Warner Bros | Assistant to Peter Safran

### Television

*Peacemaker Season 1* | 2022 | Production Company Executive

### Short Films

*Hammer Down* | 2020 | Short Film | Producer

Directed by Simon Hatt (*Peacemaker* EP) and starring Chris Sullivan (*This is Us*) | Watch [here](#).

*The Hoarding* | 2019 | Short Film | Producer

Directed, written and starring Karen Gillan (*Guardians of the Galaxy*) | Watch [here](#).

## EXPERIENCE:

**California Film Commission** – Program Technician (Remote/L.A.) *March 2024 - Present*

- Support CFC's Tax Credit program which grants tax incentives to studio, independent and television projects filming in California.
- Make PowerPoint presentations, track and update projects in internal tracking grids, aggregate data, liaise with filmmakers to ensure program adherence.

**Heart Starts Pounding Podcast** – Writer / Researcher (Remote) *Dec 2023 - Present*

- Write and produce engaging, mindful scripts and conduct in-depth research and fact checking on events, persons, and subjects for a highly successful Audioboom podcast and its Youtube channel, which has netted over 1 million monthly listeners and consistently remains in Top 100 Podcast chart.

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**Astrid Entertainment** – Creative Coordinator/Writing Consultant (Remote/L.A.) *Feb 2023 - Apr 2023*

- Aided in ideation process in independent video game writers' room, for a project implementing generative AI into an open world game.
- Worked in tandem with other writers to solidify lore, pitch ideas, create NPCs, conceptualize character encounters that match game tone, and formulated deliverables to send to the developers to input into the game.
- Served as primary notetaker for the room compiling and organizing comprehensive notes. Organized and updated shared documents and Miro boards for executive approval.

**Crystal Dynamics** – Creative Coordinator/Writing Consultant (Seattle) *March 2023*

- Acted as a contributor to the writing process including storyboarding, structure, gameplay, and dialogue for an unannounced AAA title.
- Collaborated with the Head of Strategy, Technical Directors and Narrative Designers to create a story road map. Compiled and organized comprehensive notes and helped create deliverable documents.

**Shazam! Fury of the Gods** – Assistant to David Sandberg, Director (L.A.) *Sep 2021 – Dec 2022*

- Managed the Director's day-to-day post production schedule and pipeline to ensure on-time deliverables across departments, external VFX vendors, and Warner Brothers studio executives allowing the film to stay within its budget.
- Thoughtfully provided creative notes in each step of the post process, including VFX, editorial, and sound to avoid costly redos and delays further down the line.

**The Safran Company** – Director of Development (Remote/L.A.) *Jan 2017 – Sep 2021*

- Sourced & optioned intellectual property for Film & TV adaptations including Alice Diamond and the Forty Elephants.
- Provided creative notes for TV & Film projects in various stages of development and production such as *Peacemaker* (HBOMax), *Aquaman* (WB), *Suicide Squad* (WB), *Shazam* (WB), *The Conjuring III* (WB), *Annabelle Comes Home* (WB).
- Helped high-level filmmakers & writers develop and write pitch material, track lore documents, and sought out executives and other creatives who would match their genres and skills to create box office hits.

## EDUCATION:

**University of Nebraska-Lincoln | May 2015**

B.F.A. in Film & New Media, Cum Laude, Purple Mask Society Inductee (Film & Theater Honors)

**The Narrative Department Game Writing Masterclass I & II | Fall 2023**

Two six week intensive courses in game writing taught by industry veteran Susan O'Connor (*Bioshock*, *Tomb Raider*) where I created Twine games and other projects.

## TECHNICAL PROFICIENCIES:

Google Suite ♦ Microsoft Office ♦ Jira ♦ Miro ♦ Python ♦ HTML ♦ Adobe Photoshop ♦ Adobe Illustrator  
Final Draft ♦ Unreal Blueprints ♦ Inkle ♦ Twine