

## Primary Extracurricular Activities

### Filmmaking:

In August 2004 I completed a two-hour, independent feature film, *Stirling*, which had occupied nearly all of my time for the past three years. I spent at least 2 hours, and sometimes up to 12 hours each day on this project. During the course of its creation, in addition to directing the film, I performed the following duties:

- Co-wrote the screenplay.
- Held auditions and cast 30 actors.
- Scouted for, and secured permission to, over sixteen locations.
- Designed and oversaw construction of a 1,000 square foot laboratory set.
- Scheduled all actors for shooting 80 scenes over a period of 19 months.
- Worked as director of photography, lighting, and sound.
- Acted in the film.
- Edited twelve hours of raw footage, applied special effects (including atmospheric effects, pyrotechnics, and wire removal), created the title sequence, and color corrected, etc.
- Negotiated with 11 composers, musicians and musical groups in 4 countries to score the film. Some wrote scores, and others contributed previously written music.
- Designed and maintained the official *Stirling* website and edited three trailers for the website. Created DVD box art and posters.
- Secured two show locations and showed the film to a combined audience of approximately 250. Sold nearly 100 DVDs.
- Managed publicity, set up interview/article with newspaper.

### Computer Game Design:

Since 1999 I have been working with a friend to design and create a very extensive computer game called *Dorkémon*. We researched programming and graphic design, learned 3D animation, and developed the storyline for approximately 1.5 years. I worked daily on programming the game engine (using completely original code,) and creating a diverse assortment of characters, environments, and level maps. This project has now occupied six years, and I hope to finish it this year.

### Graphic Design:

Graphic Design, both 3D and 2D, has been a continuously evolving field to which I devoted a great deal of time and study. I have created countless designs and websites for clients and as volunteer projects. In addition to working for others, or on *Dorkémon*, I have entered and placed in several graphics arts contests.

- Entered and placed as runner-up in the MacWorld 2003 Digital Art Contest
- Entered and placed 3<sup>rd</sup> out of over 80 in the Internet Ray Tracing Contest, February 2003.
- Was one of three MacWorld winners to be approached by Xerox Corporation and sign a contract to allow my entry to be used in promotional print samples.
- Was approached by, and signed deal with, a Chinese publishing company to allow my graphic arts to be used in a CG Masters book.

### Theater:

I have been a member of a children's theater group, The Puddlejump Players, for over ten years. Over the course of ten performances in which I acted, I also helped with set design and construction, digitally designed and created the sound effects, created and maintained the website as a volunteer effort, and served as a photographer.