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Summary
<p>A native English speaker, fluent in Portuguese, with a Masters in Educational Technology pursuing a content development or publishing position. Experienced with creating educational content in corporate training, K-12 and online environments, using the Adobe Creative Suite and Microsoft Office. Proficient in creating 2D and 3D multimedia graphics and animation and using content development workflows in various types of projects. Creative and innovative in problem solving, and adaptable to project and design changes. Able to identify optimal resources and implement practical solutions under time-critical conditions.</p>

Education			
Enrolled	Graduated	University	Major
08/2014	05/2016	University of Kansas	MS Education - Educational Technology
<ul style="list-style-type: none"> Created audio, graphic assets, and animation for a corporate management training program at Sprint Presented information on various topics relevant to educational technology and theory Created and planned an educational game, following a game development and SCRUM development plan Created various graphical, and sound assets for use in lesson plans, and websites for a single lesson or topic Created lesson plans, and synchronous and asynchronous lessons to be used in training programs 			
04/2017	04/2017	University of Texas	CELTA
<ul style="list-style-type: none"> Completed a 120-hour intensive English teaching program focusing on teaching English as a foreign language 			
08/2011	05/2013	Missouri State University	BS Electronic Arts - Computer Animation
<ul style="list-style-type: none"> Worked on collaborative group projects with students in other majors such as Audio, Film, and Multimedia Created a fully functional mobile game for the iPad as part of a senior collaborative project Planned and managed various aspects of the creation process of a game to ensure project success Received a minor in Art for taking additional classes on fundamental art skills such as drawing 			
08/2007	05/2010	Johnson County Community College	AAS - Computer Animation
<ul style="list-style-type: none"> Used Autodesk Maya and Adobe After Effects to create various 2D and 3D Assets Learned and implemented the process of a corporate animation workflow 			

Job Experience

From until When	Company	Job Title	Job Role
08/2017 - Present	English Program in Korea	English Co-Teacher	Native English Teacher
<ul style="list-style-type: none"> • Taught English lessons with a native Korean co-teacher in a public elementary and middle school • Created lesson plans for English curriculum classes, and for after school classes • Created worksheets, games, tests, and other teaching aids for use in the classroom 			
08/2014 – 03/2017	Premiere Global Services	Product Support Specialist	Global Product Support
<ul style="list-style-type: none"> • Created virtual training presentations for internal employees and external clients regarding changes to processes, products, workflows, and protocols • Created job aids for internal reporting processes, procedures, and ticketing workflow changes. • Translated internal documentation and client facing documents from English into Portuguese • Participated in usability testing of new processes, and training documentation • Assisted in documenting and updating internal training documentation and workflow protocols • Identified possible resolutions to customer issues using established or general guidelines and protocols • Worked on the team responsible for updating and maintaining the company knowledge base, and for updating the knowledge base to a new system using HTML, CSS, and WordPress. • Provided Portuguese language customer support services for clients in Brazil 			
10/2013 – 05/2014	AmeriCorps	Group Leader	Assistant Teacher
<ul style="list-style-type: none"> • Assisted with teaching after school English and Math classes at a local Boys and Girls Club for K-12 students • Worked as an assistant teacher in a local high school teaching English and introductory computer skills to English as a Second Language students • Assisted in an introductory Adobe Photoshop class at a local high school 			
08/2011 – 05/2013	Missouri State University	Animation Lab Assistant	Animation Lab Operations
<ul style="list-style-type: none"> • Assisted students and teachers with questions about software and hardware used in labs • Answered calls and e-mails to provide technical assistance • Provided customer service in the university print shop to process print orders based on faculty and student specifications 			
05/2012 – 08/2012	OnTheZ	Animation Intern	Computer Animation Specialist
<ul style="list-style-type: none"> • Created elements for infomercial animations with LightWave 3D and Photoshop • Created animations and graphical elements in After Effects for use in live action compositing 			
05/2008 – 02/2009	Wall Ties and Forms	3D Modeling Intern	3D Computer Architectural Model Design
<ul style="list-style-type: none"> • Created 3D models of buildings from floorplans and elevations using 3DS Max and Inventor • Worked with International clients from a variety of countries to meet project specifications. 			
09/2007 – 05/2008	HNTB	3D Design Intern	3D Computer Architectural Model Design
<ul style="list-style-type: none"> • Used Autodesk 3dsMax and the Vray Render engine to create walkthrough animations of projects • Worked in partnership with the Kiewit Corporation to create a 3D computer rendering of the new Railrunner line in Santa Fe, New Mexico 			

Skills and Awards

Computer Skills	<ul style="list-style-type: none"> • Microsoft Office (Word, Excel, Publisher): High • Adobe Creative Suite (Photoshop, Illustrator, After Effects): High
Languages and Citizenship	<ul style="list-style-type: none"> • English: Native Language • Portuguese: Fluent • Spanish: Conversational • Holder of dual citizenship in United States and Brazil
Awards and Recognition	<ul style="list-style-type: none"> • Won Employee of the month 3 times, and Employee of the quarter one time while working at Premiere Global Services for creating Portuguese documentation and training assets. • Eagle Scout • Certified Storm Spotter • Awarded the Multicultural Leadership Scholarship at Missouri State University • Graduated high school with an Aerospace and Engineering Endorsement, at the Proficient Level for taking classes in Auto Cad and Engineering • Graduated high school with an International Studies Endorsement for taking 4 years of foreign language classes, and international business and culture classes. • Graduated cum laude and on the Dean's Honor Roll at Missouri State University • Graduated summa cum laude with 4.0 GPA from University of Kansas • Chosen as a National English Merit Finalist in 2006 • Won Employee of the Month award for three different months as a moderator on the largest active Sim City Website, Simtropolis.Com • Won annual awards three years in a row for being a helpful 3D modeling mentor on Simtropolis.Com
Professional Organizations	<ul style="list-style-type: none"> • Current active member of KOTESOL. Currently on the IT team for the KOTESOL International Conference.
Other Information	<ul style="list-style-type: none"> • Former member of the Network Addon team, the team responsible for creating the most downloaded addon for Sim City 4 • Created addons for Sim City 4 that have been downloaded over 269,000 times, and have won awards for being the best addon of the week. • Volunteered for two months as a ESL Conversation Teacher at the Kansas City Public Library • Actively involved in community service with multiple organizations, including the United Way and Special Olympics. Currently working as a Media production volunteer with WeHope, a charity in Ulsan, Korea.