

## EDUCATION

Master of Fine Arts, Costume Design, Boston University, Boston Massachusetts, 2023

Bachelor of Theatre Arts Studies, Brigham Young University, Provo Utah, 2017

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## THEATRICAL PROJECT EXPERIENCE

### “State Fair”, Pierce Players

2023

*Costume Designer*

A play set in the late 1940s, the show required extensive research, particularly regarding silhouette. As a musical, the costumes created had to allow for beautiful movement as the cast members danced. All designs were created using Adobe Photoshop; the final effect gave the illusion of a state fair dream of sherbet colors.

### “Save the Whales”, Boston Playwrights’ Theatre

2022

*Costume Designer*

As a modern production focused on a story resulting from the global warming crisis, Save the Whales presented a new challenge – everything was to be sourced as used or recycled – no new purchases allowed. This unique opportunity allowed my designs to evolve as I shopped at thrift stores and in neighbor’s closets. The actual design process required multiple drafts as I worked with the various departments to create a new moment of storytelling. Rendered digitally with Adobe Photoshop.

### “CLUE”, Wheelock Family Theatre

2022

*Costume Designer, Seamstress, Milliner*

CLUE was designed for a small-space theatre with the actors actively involved in all set changes. This required creative costuming that allowed for a wide range of movement, while still trying to depict a sense of 1940s and 50s fashion. As Clue is full of iconic brand images, I tried to play with a sense of nostalgia in communicating clearly a distinctly “iconic” image. Artistic rendering and technical drawing were required, as costumes were built as needed. CLUE was rendered digitally.

### “BEASTS”, Boston Playwrights’ Theatre

2022

*Costume Designer*

BEASTS is a modern production revolving around sisters working to overcome misunderstandings and mistrust whilst dealing with the animalistic nature of preparing for motherhood. As a new play work, I came on board at the very beginning of workshopping the script. It featured a four-character ensemble with a revolving door of quick changes. Rendered digitally.

*Costume Designer, Milliner*

A magical look at the different interpretations of Morgan Le Fey through the centuries – from sister, to goddess, to beast. Featuring a time loop-esque narrative with “medieval” costumes and moments of theatre magic, the costumes had to evoke a sense of wonder. Millinery included a “magic” hat that could pop up seeming out of nowhere and stand erect, which I had to problem-solve through my partnership with the scenic department. My renderings were designed digitally, using Adobe Photoshop and the application Procreate.

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## CAREER EXPERIENCE

Boston University – *Instructor on Record – Costume Design Methods*

*September 2020 – May 2023*

As the instructor on record, I’ve taught the Costume Design course to undergraduate and graduate students with a range of skill levels. The course covers the technologies needed to render digitally. I primarily taught Adobe Photoshop and Illustrator; skills focused on both artistic rendering and technical drawing.

Disney Parks and Resorts Entertainment Costuming – *Audio Animatronic Sewing Specialist*

*January 2018 – July 2021*

Industrial-scale sewing position that allowed me to have a hand at both new-construction and repair/alteration work. I spent the majority of my time on the audio animatronic team, which required pattern drafting new designs for current and future animatronic figures.

Disney Parks and Resorts Entertainment Costuming – *Costume Workroom Intern*

*June 2017 – January 2018*

My Internship involved all positions of the costume workroom, but focused primarily on pattern creation and documentation. As a part of the role, I sat in on interdepartmental meetings that discussed the entire design process of the live entertainment shows.

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## SPECIALTY SKILLS

### Technology and Software

*Computer-Generated Pattern Design* – Gerber Accumark, Autodesk AutoCAD

*Raster-Based Rendering* – Adobe Photoshop, Procreate

*Vector-Based Rendering* – Adobe Illustrator

*Video Editing* – Adobe Premier Pro

*Microsoft Office Suite*

### Costume Production

*Pattern Conception* – Drafting, Draping, Alteration

*Industrial Machine* – Straight stitch, Serger, Blind Hem, Coverstitch, Buttonhole

*Niche Construction and Materials* – Millinery, Fabric Dye and Paint, Armor (worbla, fosshape, pvc), Jewelry

*Tailoring* – Suits, Outwear

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