

Position Part-Time Afternoons or Evenings

	Strengths	+ Natural affinity for technology; quickly adaptable to new hardware, operating systems, and applications.	I enjoy rebuilding computers and tooling around in linux in my spare time.
		+ Experience in leadership and instruction of others.	Snowboard instruction and managing weekly test groups at Bungie / Microsoft.
		+ Strong written and oral communication skills.	I often make flyers, graphics, and web pages for various projects.
		+ Independent and self-managing worker.	Regularly worked closing shifts solo in the produce department at PCC.

Education **Shoreline Community College** Shoreline, WA [current student]
Areas of Study: Digital Audio Production, Music Theory

General Educational Development Certification

Employment **Produce Clerk** August 2008 to November 2008
PCC Natural Markets Full-Time [Aug-Sept] / Part-Time [Oct-Nov]

While at Puget Consumer's Co-op I trained at the Kirkland store and was a member of the opening staff at the Edmonds store. It was a fast paced job where I had to learn a variety of new tasks quickly. I'd like to start a farm in the future, and it was educational to see the retail side of that trade.

Snowboard Instructor January 2008 to March 2008
Summit At Snoqualmie; Kids Club Part-Time [Weekends]

Even though I was a new instructor, I was quickly given the responsibility of teaching some of the advanced classes. This job was at times surprisingly challenging; we had to deal with small facilities, angry parents, and overbooked classes. Teaching was really rewarding and a skill I'd like to further develop.

Level 2 Test Associate May 2007 to December 2007
Bungie / Microsoft / Volt Full Time [40 to 80 hrs. / Week]

I was honored to be a part of the team that made Halo 3, and be the envy of gamers worldwide. At Bungie my role included managing play test sessions, testing the stability of network code, using advanced testing tools, and simple scripting. We worked intense hours through the production of the game, often 60 hours per week.

Software Quality Assurance June 2006 to March 2007
Nintendo of America Inc. / Aerotek Full Time

I think my experience at Nintendo has been an unique one, seeing the launch of a new platform and some unconventional software. It was odd to work on teams that started with nearly fifty people and watch it whittle away to just two. Some notable tasks were cataloging game objects in spreadsheets, text checking, debug testing, and small scale network testing.

Projects **Electronic Music Production** April 2004 to present
Bands/Moniker: Maurilio, kaplundafunk, seed

Producing electronic music using Ableton Live, Nuendo, Reaktor, FL Studio, Audacity, and Sony Sound Forge. We use modern recording techniques to make dynamic soundscapes and churning tribal beats. I have been performing solo under the moniker "seed" at parties and festivals, such as the Photosynthesis Festival. [<http://www.photosynthesisfestival.com/>]