**Acting Philosophy**

 I have enjoyed dressing up and playing imagination games for as long as I can remember. The joy and creativity involved in storytelling in real time with and for others is the most fun game I can think of.

 My curiosity and persistent desire to improve myself and my skills led to me learning various methods from different institutions. From the Stanislavski Method at Pace University to improv and sketch writing at The Upright Citizens Brigade (UCB) and early modern staging practices at Mary Baldwin University (MBU), I have many tools in my tool belt. I do not tie myself down to only one or two methods from my toolkit, instead choosing what best suits the needs of each production and every character.

 Inspiration can come from anywhere. While earning my MFA in Shakespeare and Performance from MBU, I found myself inspired by the popular tabletop role-playing game, Dungeons and Dragons (D&D). I discussed this in my thesis “Role for Performance: Embodying Distinct Characters Based on the Dungeons & Dragons Moral Alignment Chart.” To sum it up quickly, I used that chart to ensure that my characters were distinct vocally and physically based on where they landed in the moral alignment chart. My process is rooted in curiosity, enriched in text-based choices, watered with collaboration, and solar-charged with joy.

 A play is greater than the sum of its parts if we all work together. Let’s share our skills, ourselves, and our perspectives to make a one-of-a-kind theater piece.

