

Kayzelle Dagum

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EDUCATION

University of Nevada, Las Vegas

Las Vegas, NV

Bachelor of Science in Entertainment Engineering and Design

Estimated May 2027

- Clubs & Organizations: Member of Themed Entertainment Association, Girls Who Code
- Relevant Coursework: Material Science & Fabrication Techniques, Basic Kinetic Structures, Multi-Media Design

SKILLS

Software: Microsoft Word, Excel, PowerPoint, Outlook, Teams; Google Docs, Sheets, Slides, Drive; Adobe Photoshop, After Effects, Media Encoder; Wrike

Programming Languages: C++, C#, Java, JavaScript, HTML, CSS

Tools & Platforms: AutoCAD, Fusion 360, VS Code, Visual Studio; Ross Video systems (Xpression Tessera, DashBoard), WiPro, R2 Inventory Management; macOS, Windows

EXPERIENCE

Production Technology Intern

August 2025 – Present

Allegiant Stadium

Las Vegas, NV

- Utilized Ross Video systems including Acuity Production Switcher and Xpression Tessera for live broadcast graphics, lower thirds, and in-game video content
- Operated DashBoard by Ross Video and WiPro IPTV Scheduler to manage commercial playback across 2,300+ IPTV screens during Raiders and UNLV home games
- Updated and maintained stadium LED video boards and created graphics using Adobe Photoshop and After Effects
- Recorded and archived events using KiPro DVR systems and Adobe Media Encoder
- Supported production technicians with camera setup, network cabling, and event strikes for live productions

QC Tech Video 1

February 2025 – August 2025

LMG, LLC – Entertainment Technology Partners

Las Vegas, NV

- Performed quality control, calibration, and maintenance on 200+ Panasonic, Christie, and Sony projectors, and ensured macOS and Windows laptop kits were production-ready for events up to 10,000 attendees
- Managed equipment tracking, repairs, and outbound orders using R2 Inventory, Excel, and Google Sheets

FlexForce Technician

November 2023 – February 2025

LMG, LLC – Entertainment Technology Partners

Las Vegas, NV

- Collaborated in Video, Audio, Lighting, and LED disciplines, contributing to the preparation of A/V equipment for shows and tours
- Safely loaded and unloaded trucks and returned rental equipment

Stagehand

October 2024 – January 2025

LMG, LLC – Entertainment Technology Partners

Las Vegas, NV

- Contributed to the setup, operation, and strike of A/V systems for live events, with a focus on video equipment

PROJECTS

The DOCK Website | *HTML, CSS, JavaScript*

July 2025 – Present

- Led and executed the full development of The DOCK website, designing, coding, and implementing a responsive, mobile-friendly platform for a fully student-run project
- Collaborated with fellow students on content, design direction, and project planning to ensure a cohesive and high-quality website

Horse Strandbeest | *Fusion 360, AutoCAD, 3D Modeling, Laser Cutting*

March 2025 – May 2025

- Designed a kinetic horse sculpture in Fusion 360, featuring Theo Jansen linkages that simulate natural walking motion
- Converted 3D models into 2D AutoCAD files for laser cutting and built the structure from 1/4" plywood with a custom base and ergonomic handle
- Animated and prototyped linkage geometry to achieve a fully functional mechanical movement

CERTIFICATIONS

Stagehand Bootcamp 2024

June 2024

The CoiL Learning Center