

Experience:

9/2009-Present

Miami University School of Fine Arts, Oxford, OH

Armstrong Professor of Fine Arts (tenure track), Interactive Media Studies

- Lead studio classroom instruction in new courses in Game Design and Web Design
- Serve on Interactive Media Studies curriculum committee, revise Game Minor
- Organize and promote Global Game Jam at Miami University
- Found and advise student lead Video Game Design Club (35 members)
- Served on 2 hiring committees, Games and learning center co-director

6/2003-6/2009

Illinois Institute of Art, Chicago, IL

Associate Professor, Game Art and Design, Interactive Media Design

- Lead classroom instruction in 3-4 undergraduate courses per quarter
- Teach 12-month schedule with 18-24 contact hours per week
- Serve on technology committee and Higher Learning Commission accreditation committee
- Created and managed the first relationship between the University of Illinois (UIC) and the Illinois Institute of Art (IIA) for the development of games using Computer Science students (UIC) and art (IIA) students.
- Teach freshman through senior level courses in 4 departments:
Digital Filmmaking, Game Art and Design, Interactive Media and Media Art and Animation
- Complete special projects and research for department(s), evaluate portfolios, mentor individual students through portfolio construction, and evaluate curriculum.

9/2003-9/2005

Independent Consultant

University of Chicago, Chicago, IL (1/05- 5/05)

Lead Web Developer and Designer, Nahuatl Learning Environment

- Design and develop enhancements to the only online resource for the education of the Nahuatl language - a native language of Mexico.
- Create new tools under the direction of linguist, Dr. Jonathan Amith, to teach kindergarten through graduate level students.
- Collaborate with designers and developers at Yale University, the University of Chicago, and the University of Pennsylvania.

E.R. Moore, Chicago, IL (10/03-6/04)

Visual Basic Contract Developer (part-time position)

- Develop order entry applications for gown manufacturer using
- Redesign and support existing company website and standardize code.
- Lead less experienced developers and web designers, debug existing code, set software design standards.

Breakthrough Technologies, Evanston, IL (12/03)

Web Developer

- Create HTML, JavaScript, images and CSS for .Net based website startup
- Create 90% of the aesthetic elements of an e-commerce website for a startup service provider.
- Successfully converted web site concept to production site in 14 days

American Intercontinental University Online, Hoffman Estates, IL(9/03-12/03)

Subject Matter Expert, RDBMS SQL Server 2000 (offsite contract, 6-weeks, part-time)

- Created online course content for database design and development course for bachelor and master students in the Information Technology department.
- Authored 25, 500 word topic scripts and 7-8 pages of course assignments

3/2004-9/2004

ITT Technical Schools, Indianapolis, IN

Adjunct Faculty, Information Technology

- Lead online instruction in Strategies for Technical Professionals undergraduate courses
- Facilitated 3 asynchronous course sections of 25 students through a proprietary learning system

4/1999-5/2003

McMaster-Carr, Elmhurst, IL.

Technical Lead / Architect, Web Technologies

- Developed new n-tier and 3-tier applications using Visual Basic (COM, COM+), ASP, XML, XSL, ADO, SQL, DHTML / JavaScript, CGI, and C++.
- Independently re-architected existing systems, designed new applications, architectures, object interfaces, and user interfaces for dynamic content generation on our company's corporate retail site.
- Mentored and taught new technologies to coworkers.
- Independently wrote production and prototype code.
- Investigated emerging technologies.
- Recommended software for web development.

Buyer, Management Development Program (4/99-7/00)

- Managed inventory for over 1,000 items in the storage product line at the world's second largest industrial supply company.
- Authorized purchases averaging \$180,000 / 150 requisitions daily.
- Resolved packaging, shipping, pricing, and lead time concerns daily through negotiations with suppliers.
- Managed 1-5 month operational projects involving warehousing, inventory management, database development & systems modification, and corporate wide policy changes & audits.

9/99-8/2000

Mindtoggle.com, Chicago, IL

Sole Proprietor, Web Developer (part-time position)

- Created and administered commercial website for selling music, nightclub paraphernalia (clothes, glow sticks, etc), and guest listing service in the Chicago area.
- Processed credit card transactions and conducted business under my own small business merchant account.
- Wrote JavaScript, ASP, and CGI scripts for password verification, keyword search, forums, and dynamic content generation.
- Authored more than 50 original articles and created all graphics and HTML
- Created and administered over 100 HTML pages, for more than 300 registered users / 400 sessions and more than 9000 page hits per week.

8/98-4-99

Invesco Management and Research (Mutual Fund Managers), Boston, MA

OLAP Data Analyst - Structured Products Line

- Sole person responsible for maintaining data integrity in Invesco's multidimensional database (Oracle).
- Automate error reporting, resolution & verification through script programming and GUI development.
- Resolve all stock reporting errors and research relevant corporate actions.
- Automate source data uploads for 5 vendors and several thousand stocks.

1/97-6/98

Northwestern University Technical Support Services, Evanston, IL.

Technical Support Consultant

- Provide technical solutions via telephone for customers with network, application, and computer hardware problems across all Windows and Macintosh platforms

Education

9/07-6/09

University of Illinois at Chicago School of Art and Design, Chicago, Illinois

Masters of Fine Art, Electronic Visualization (emphasis on interactive systems)

Grade Point Average: 3.75/4.0

9/05-12/06

University of Illinois at Chicago School of Engineering, Chicago, Illinois

PhD Computer Science, Electronic Visualization (degree not completed)

8/03

Northwestern University School of Engineering, Evanston, IL.

Master of Science in Computer Information Systems

Grade point average: 3.94 / 4.0

6/98

Northwestern University, Evanston, IL.

B.A. in English with a concentration in Drama

9/98-2/99

Boston Security Analyst's Society

Basic Quantitative Financial Analysis for Chartered Financial Analyst (CFA) preparation.

Statistical Techniques in Business and Economics

Skills

Programming

- .Net (C#, VB.NET, ASP)
- C++ (OpenGL, MFC)
- JavaScript, PHP (AJAX/DHTML)

- XML / XSL
- CSS / HTML / XHTML
- SQL
- Maya Embedded Language (MEL)

Software

- Adobe CS4/5 Web
- Microsoft Visual Studio
- Basic 3D modeling: Anim8or/3D Studio Max, Maya, Bryce, DAZ Studio, Sketch-up

- **Game Development:** Unity3D, Torque, Blitz3D
- Processing.org
- **Other:**
- Interactive Media Design
- Creative Process design in Interactive Media
- Media Project management, writing and Communication

Recent Galleries, Publications, and Research

Juried and Double-Blind Exhibits

- **2010: Conversations Lite**, 8th Annual International Digital Media and Art Association (IDEAS), Emily Carr University, Vancouver B.C.
- **2010: Critical Gameplay: Healer**, 8th Annual International Digital Media and Art Association (IDEAS), Emily Carr University, Vancouver B.C
- **2010: Critical Gameplay** (Wait, Healer, Levity), Meaningful Play, Michigan State University, East Lansing, Michigan
- **2010: Critical Gameplay** (Wait, Levity, Black/White, Charity), 28th Conference on Human Factors in Computing Systems (CHI), Atlanta, Georgia
- **2009: Critical Gameplay** (Wait, Black/White, Charity), International Conference on Advances in Computer Entertainment Technology, Athens, Greece
- **2009: Critical Gameplay: Wait**, 7th Annual International Digital Media and Art Association (IDEAS), Ball State University Gallery, Muncie, Indiana
- **2009: Critical Gameplay: Wait**, SBGames 2009 Arts Exhibition, Rio de Janeiro, Brazil
- **2009: Music Box** (algorithmic music generation), SBGames 2009 Arts Exhibition, Rio de Janeiro, Brazil

Curated Exhibits and Contests

- **2010: Contrast** (digital photography), New Bedford Art Museum, New Bedford, Massachusetts
- **2010: Digital Expo** (Polyglot Cubed, selected Critical Gameplay), Miami University, Oxford, Ohio
- **2009: Polyglot Cubed, Serious Games Showcase** / National Training Systems Association (NTSA), Finalist, Orlando, Florida
- **2008: Photography of Cabo Verde, 7th Annual Pilsen Together Art Festival**, National Museum Of Mexican Fine Arts [photography], Chicago, Illinois
- **2008: Co-Curator of Make Me an Offer**, Gallery 350, Illinois Institute of Art, Chicago, IL **2008: Conversations Lite**: Art Institute of Ohio-Cincinnati, Cincinnati, Ohio

Juried Contests and Showcases:

- **2009: Polyglot Cubed** (finalist), Serious Games Showcase, NTSA's Interservice/Industry Training, Simulation and Education Conference, Orlando, Florida (4 day exhibit)
- **2009: Polyglot Cubed**, Dev Learn 09, **Serious Games Zone** at the Adobe Learning Summit, San Jose, California
- **2008: Polyglot Cubed** (awarded), Meaningful Play Serious Games Conference, Michigan State University, East Lansing, Michigan

Publications-Book Chapters

- **2010/2011: Critical Gameplay: Design Techniques and Case Studies**, Ethics and Game Design Volume II, Information Science Reference (edited by Karen Schrier, Columbia University), Hershey, PA
- **2009: The Philosophies of Software**, Handbook of Research on Computational Arts and Creative Informatics, Information Science Reference (edited by James Braman, Giovanni Vincenti, Goran Trajkovski at Towson University), Hershey, PA
- **2009: The Challenge of Enculturation in the Arts**, Handbook of Research on Computational Arts and Creative Informatics, (edited by James Braman, Giovanni Vincenti, Goran Trajkovski at Towson University), Hershey, PA

Publications-Proceedings

- **2010: Software Studies in Computer Gameplay** (Media Showcase), 28th Conference on Human Factors in Computing Systems (CHI), Atlanta, Georgia
- **2010: An Algorithm for Visual Music**, the Third International Conferences on Advances in Computer-Human Interactions (St Maarten), IARIA/IEEE Proceedings
- **2009: Critical Gameplay**, International Conference on Advances in Computer Entertainment Technology, Athens, Greece (*1 page extended abstract from above listed exhibit)
- **2009: Music Box**, International Conference on Advances in Computer Entertainment Technology, Athens, Greece (*1 page extended abstract from above listed exhibit)
- **2009: Polyglot Cubed**, International Conference on Advances in Computer Entertainment Technology, Athens, Greece
- **2009: gReader: A Universally Designed, Device-Independent Email Client**, The Second International Conferences on Advances in Computer-Human Interactions (Mexico), IARIA/IEEE Proceedings

Publications: Journal

- **2011: Designing Critical Gameplay**, Entertainment Computing (Elsevier), forthcoming (accepted)
- **2010: Studying the Philosophy of Software: A Framework for Examining How Digital Design Affects the Arts**, the International Journal of the Humanities, Volume 8, Issue 4, pp.279-286.

Publications-Software

- **2008: Polyglot [Cubed]**, an educational game for language learning
- **2008: Chicago HSI**, an application to research spatial relationships between homicide events in Chicago
- **2007: Twistery**, an application to visualize the history of tornados in the United States
- **2006: Zombie Master** first person shooter in the tradition of 1950's horror.

Total downloads for above listed software approximately 10,000

Publications-Online Articles (edited)

- **2010: Nonlinear Narrative in Games: Theory and Practice**, Game Career Guide, August 2010 with Ben McIntosh (USC) and Randi Cohn
- **2009: Truly Independent Game Development: A Case for Making Games By Yourself**, Game Career Guide/Gamasutra, August 2009
- **2009: Winning: A Guide to Finding Game Competitions for Independent Developers and Students**, Game Career Guide, September 2009
- **2009: Educational Fantasy**, Game Career Guide, October 2009

Presentations and Panels

- **2010: Taboo: Are there areas in which meaningful play must not, cannot tread?**, Organizing Panelist, Meaningful Play, Michigan State University, East Lansing, Michigan, October 2010
- **2010: Teaching Meaning: The Challenge (or lack thereof) of Encouraging Student Designers/Developers to Make Meaningful Play**, Meaningful Play, Michigan State University, East Lansing, Michigan, October 2010
- **2010: Gaming Augmented Reality, Place-based Applications and More**, The Digital Non-Conference, September 2010, Cincinnati, Ohio
- **2010: Critical Gameplay, Media Showcase Interactivity Demo Panel I**, 28th Conference on Human Factors in Computing Systems (CHI), Atlanta, Georgia
- **2010: Black Arts** (Panelist), Miami University, Oxford, Ohio, April, 2010
- **2010: Digital Society Trends: New Forms of Machine-Human Interactions: Critiquing Software Interactions** (presenting panelist), The Third International Conferences on Advances in Computer-Human Interactions (St Maarten), February 2010
- **2009: Games as Teachers**, 7th Annual International Digital Media and Art Association Conference (IDMAA), Ball State University, November, 2009
- **2009: Critical Gameplay Design** [art panel], 7th Annual International Digital Media and Art Association Conference (IDEAS), Ball State University, November, 2009

Grants:

- **2009: Proctor and Gamble Fund's Higher Education Grant**, Create an Advergaming Laboratory at Miami University, role: investigator/writer, \$8,000
- **2010: Miami University Tech Fee Grant**(Media Server and SoftLED Curtains): role: Team Member (with Gion Defrancesco, Russ Blain, Susan Ewing) ~\$40,000
- **2010: National Endowment for the Arts Grant** - Digital Interactive Art Commentaries, role: consultant (2010-2011), \$10,000 (with \$10,000 University match, total \$20,985)
- **2010: National Science Foundation Grant-Saving Species**, role: consultant (2010-2011), \$2,879,306.00 (.51 person-months committed).

Committees and Projects

- **2010: Meaningful Play** (conference), Michigan State University, Program Committee Member
- **2010: Hiring committee** Visiting Assistant Professor-Electronic Music, Miami University School of Fine Arts
- **2010: Hiring committee** Tenure Track Assistant Professor-Electronic Art, Miami University School of Fine Arts
- **2010-2011: AIMS Games and Learning Center**, Miami University, co-director
- **2009-2011: Global Game Jam** (event), Miami University, Site Organizer
- **2010-2011: Technical Program Committee Member**, IEEE/IARIA International Conferences on Advances in Computer-Human Interactions, St Marteen,
- **2009-2010: Program Committee**, ACM International Conference on Advances in Computer Entertainment Technology, Greece, **General Program Committee member** (2009 program committee, 2010 general reviewer)
- **2009-2010: Organizing Committee member**, School of Fine Arts Engaged Learning Symposium, Miami University School of Fine Arts
- **2009-2010: Armstrong Institute for Interactive Media Studies Curriculum Committee**, Miami University
- **2009-2010: Saving Species, Wild Research Technical Group**, Miami University- Project Dragonfly

Selected Advisees and Advisee Recognition

- **2010: Advisor:** Ben Weisel undergraduate thesis: *The Creation of 2 Advergaming for the Web using Unity3D*
- **2010: Advisor:** Ben Weisel and TJ Faze, Honorable Mention for Game Design/Development - Doodle Dood, Play Expo (University of Wisconsin) - advisor

Undergraduate Courses Taught:

Miami University: Interactive Media Studies

*IMS222 Interaction Design (2 semesters)
*IMS212 The Design of Play
*IMS390i Digital Prototyping
IMS455 Game Design

Miami University: Art

ART3555 Interactive Media Design

* indicates courses previously not offered at Miami University

Illinois Institute of Art: Game Art and Design

GAD440: Advanced Game Prototyping (6 quarters)
GAD420: Game Prototyping (5 quarters)
GAD415: Programming for the Artist (7 quarters):
GAD116 Scriptwriting for Games (9 quarters)
GAD110: Introduction to Game Design

Illinois Institute of Art: Interactive Media and Web Design

IMD355 Advanced Web Scripting (8 quarters)
IMD215 Web Scripting (4 quarters)
IMD200 Scriptwriting for Interactive Media (4 quarters)
IMD101 Introduction to the World Wide Web
IMD110 Design for Multimedia Display

Illinois Institute of Art: Media Arts and Animation

MAA200 Survey of Design and Media Arts (13 quarters)

Illinois Institute of Art: Digital Film and Video

DFV201 Scriptwriting for Digital Film/Video (4 quarters)

Illinois Institute of Art: General Education

GE110 Computer Literacy (2 quarters)

ITT Technical Schools (Online)

Strategies for Technical Professionals (3 semesters)

Press

- **2010:** Quoted 91.7 WVXU Radio (Cincinnati NPR affiliate):Miami Tops at Game Studies- (aired 5/2/2010 and 5/3/2010)
- **2010:** Quoted Dayton Journal News: Miami U. Students Meet Global Game Jam Goal (3/2/2010)
- **2010:** Quoted Dayton Journal News: Miami's Game Studies Minor Gaining Momentum (3/2/2010)
- **2010:** Quoted Oxford Press: Game Studies Minor Gaining Momentum (2/2010)
- **2010:** Quoted Oxford Press: New Video Game in 24 Hours
- **2010:** Quoted The Cincinnati Enquirer: 15M gift Propels Miami University Interactive Media Studies Program (3/3/2010)
- **2009** Quoted Eight Forty Eight (Chicago Public Radio/NPR affiliate): Artists Wonder How Obama Might Change Art (1/19/2009)
- **2008:** Featured: Gamasutra: Interview about the design of Polyglot Cubed (12/12/2008)
- **2008:** Reviewed: New City Press:: Make Me an Offer/Gallery 350 Exhibition (12/30/2008)

Affiliations

- **Faculty advisor: Miami University Video Game Designer's Club (VGDC)**
 - International Game Developer's Association (IGDA), Game Education SIG member (2007-2010)
- College Art Association Member
- ACM Member
 - IEEE Member