JACK MURRAY

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University of Central Florida

PhD in Texts and Technology Fall 2019 - 2023

University of Texas at Dallas

MA in Arts, Technology, and Emerging Communication 2017-2019

Area of Concentration: Game Studies

Thesis: Massively Multiplayer Offline Games: Megagames and Players

University of Texas at Dallas

B.S. in Software Engineering 2013-2017

Areas of Concentration: Software Architecture, Network Engineering

Design Project: A Common Device Interface for NTT Data

TEACHING EXPERIENCE

University of Texas At Dallas

Teaching Assistant Fall 2018—

Spring 2019

PROFESSIONAL EXPERIENCE

900 Lbs. of Creative

Interactive Developer August 2017 –

August 2018

CONFRENCE PRESENTATIONS

"Live Action Role Playing: Narrative and the Boundaries of Play", PLAY

Conference, Playing IRL, Texas Tech University Humanities Center April 2019

GAMES AND MEDIA

Hello GoGo

Unity AR, Mobile, Narrative Systems Research Lab, University of Texas at

Dallas, University of Hiroshima 2019

Camelot's End Megagame

Analog Game, With Carlos Ledoux and Shad Miller, Presented at BGG

Con 2018 2018

Different Strokes: Print and Play

Analog Game 2018

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	The Tandem Controller	
	Mixed Media Art, Presented at the Experimental Entertainment Expo,	
	University of Texas at Dallas	2018
	BSA: Northern Star Interactive Leadership Experience	
	Unity, PC, 900lbs of Creative	2018
	BSA:NAM VR	
	Unity VR, Android Google DayDream, 900lbs of Creative	2018
	Virtual Training Assistant: VR Factory Training	
	Unity VR, HTC Vive, 900lbs of Creative	2018
	Panopticon	
	Digital Game, Unity, Narrative Systems Research Lab, University of Texas	
	at Dallas	2017
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SERVICE

Experimental Entertainment Expo – Co-Director Spring 2018

UTD ATEC Graduate Student Advisory Council MA Representative 2018-2019

AWARDS

Outstanding MA Thesis April 2019

MEMBERSHIPS AND AFFILIATIONS

International Game Developers Association
Narrative Systems Research Lab, UTD
Games Research Lab, UTD
Interactive Analog Games Research Group, UTD
Studio for Mediating Play, UTD