

education

	<b>Arizona State University</b> [graduated December 2012]
bachelor of arts	<ul style="list-style-type: none"><li>B.A. in Interdisciplinary Arts, Digital Culture</li><li>Studied computer-aided design, visual media, arts, programming, interaction design</li><li>Graduated Summa cum Laude, 3.97 GPA</li></ul>
transfer	<b>Pima Community College</b> [2008-2009] <ul style="list-style-type: none"><li>Arts, Animation, Motion Graphics</li></ul>
transfer	<b>University of Arizona</b> [2003-2006] <ul style="list-style-type: none"><li>Studied Math, Physics, Computer Science, and Philosophy</li><li>College of Science</li></ul>
high school	<b>Palo Verde High Magnet School</b> [graduated May 2003] <ul style="list-style-type: none"><li>Graduated Valedictorian, 4.25 GPA</li></ul>

professional experience

game developer	<b>Learning Sciences Institute – Embodied Games For Learning Lab, ASU</b> <ul style="list-style-type: none"><li>Kinect, leap, android, interactive whiteboard, and computer game design</li><li>Game design, art, programming, user interface design, user experience design</li><li>Experimental Research assistant for Educational Embodied Gaming</li></ul> <i>Aurgust 2012 - present</i>
lead instructor	<b>Department of Science, Technology, Engineering, and Mathematics, ASU</b> <ul style="list-style-type: none"><li>Designed and ran a summer camp for middle-schoolers. Taught Unity3d, game design, photoshop, audio engineering. The kids made three games to show off to parents by the end of camp</li></ul> <i>July 2012</i>
lead instructor	<b>School of Arts, Media + Engineering, Arizona State University</b> <ul style="list-style-type: none"><li>Created and taught a workshop for Unity3d to several interested professors and graduate students in Arts, Media and Engineering</li></ul> <i>Aug 2011 – Oct 2011</i>
game developer	<b>SMALLab at the School of Arts, Media + Engineering, Arizona State University</b> <ul style="list-style-type: none"><li>Situated Multimedia Arts Learning Lab – A 3m x 3m floor projection and motion capture space for interactive educational video games. Several students can enter the space with motion capture wands and tracked implements, to interact with game</li><li>I was involved in game design, interaction design, user interface design, programming (scripting and architecture), and art design.</li><li>Oversaw subject experimentation, and helped out with technology support</li><li>Maintained and operated Optitrack motion capture system</li></ul> <i>Mar 2011 - July 2012</i>
technology manager	<b>OfficeMax Corporation</b> <ul style="list-style-type: none"><li>Responsibilities included technology sales goals, printing, desktop publishing, office supplies, furniture sales, customer service</li><li>I was in charge of employee training, elevated customer service issues, and team management as manager on duty</li></ul> <i>Aug 2008-Aug 2010</i>
Other	<ul style="list-style-type: none"><li>Office Depot – Technology sales, printing, desktop publishing</li><li>EES Copy Center – Print and document services, design, delivery around U of A</li><li>SEEDS After school and summer program – K-5 elementary school- tutoring, teaching, entertainment and activity planner</li><li>Little Anthony's 50's Diner – Bussing, pizza delivery, janitorial duties, opening/closing</li></ul> <i>2008</i> <i>2003-'06</i> <i>2002-'03</i> <i>2002</i>

awards, fellowships, scholarships

	<ul style="list-style-type: none"><li>ASU Summa cum laude</li><li>University of Arizona Provost’s Award</li><li>University of Arizona President’s Award</li><li>University of Arizona Optics Competition First Prize: Optical Engineering Mirror Crafting</li><li>Elks Club Scholar</li><li>High School Valedictorian</li></ul>
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technical experience

project management	<ul style="list-style-type: none"><li>Programming: Familiar with subversion version control, tortoise and git</li><li>Collaborative Projects: familiar with management sites such as ActiveCollab and Jira</li><li>Extensive group management and tasking skills. Manager for 3 years at Officemax, and worked as a lead programming project manager for SMALLab and EGL lab for 2 years</li></ul>
multimedia installation	<ul style="list-style-type: none"><li>Experienced in audio/visual equipment setup for conferences, presentations, and demos</li><li>Worked with many projection systems for visual display and animated projection mapping</li></ul>
computer	<ul style="list-style-type: none"><li>Programming and development: Java, C/#, HTML, Matlab, Python, version control</li><li>Visual Design Software: Adobe Suites: InDesign, Illustrator, Photoshop, Flash, AfterEffects, Premiere; Final Cut, Blender, Rhino, Maya, 3dsMax, some Zbrush, geomagic</li><li>Software experience: Windows 3.1 to 8.1, Linux, UNIX, and Mac OS X troubleshooting, hardware and software installation; Microsoft Office;</li><li>Game Development: Unity3d, flash, android and iOS</li><li>Motion capture systems: NaturalPoint Optitrack, Microsoft Kinect, leap motion, video motion analysis throughC++ OpenCV</li><li>Interactive Design: Arduino microprocessor and computer sensing, Max/Msp and jitter, processing</li></ul>

volunteer experience

Tom Versen Radio	Design consultant, animator, for radio show conversion into web series	<i>Summer 2012</i>
U of A	Mathematics tutoring, Linear Algebra, Calc 1-3, Diff Eq	<i>2003-2004</i>
NHS	Community service, food drives, cleaning up neighborhood, read for elementary students, made blankets for homeless	<i>2002-2003</i>
Habitat for Humanity	Constructed houses for low – income families	<i>2002-2003</i>
k-12	Tutoring in all subject areas	<i>1995-2003</i>

memberships and associations

<i>ARRL</i>	Member of Amateur Radio Relay League
<i>SPS</i>	Lifetime member of Society of Physics Students. U of A Chapter: Student Member and Regional Meeting Coordinator
<i>DCU</i>	President and Founder of Digital Culture Student Organization – Digital Culture Underground
<i>LOrtkAS</i>	Founding member of Laptop Orchestra at Arizona State
<i>Objectivist Club</i>	Philosophy club at University of Arizona
<i>FAC/ThAC</i>	Founding member of ASU Arts Media and Engineering Afternoon Clubs – Lecture series and projects
<i>UA HRC</i>	Student Member Ham Radio Club at University of Arizona
<i>VGX</i>	Video Game Xtreme Club at University of Arizona
<i>Digital Culture Initiative</i>	New program at ASU, now an obtainable major. I was a founding member and first-wave graduate of the program in Interdisciplinary Arts. I was a department representative for student outreach and inter-program events at ASU

professional achievements

<i>Amateur Radio</i>	Licensed Amateur Radio operator: KD7CNJ, General Level License granted by FCC
<i>D&amp;D / RPG DM</i>	16 Years of experience in interactive storytelling, game design, and leadership in table top role playing games
<i>Modeling Institute</i>	Certified by Modeling Institute at ASU, for teaching. This is a method of teaching that leads students through the scientific process, and enables them to discover, rather than be lectured

conference, symposium, and exhibition participation

<i>ASU Art Museum</i>	Family Weekends: Designed and Ran an art-themed puppetry workshop, to get kids and families excited about art	<i>2012</i>
<i>Light it Up!</i>	Public Practice Symposium and Conference in Phoenix – A/V Engineering and Assistant to Program organizer	<i>2012</i>
<i>Emerge</i>	Held and assisted with exhibitions, shows, and workshops, hosted by AME at ASU	<i>2012</i>
<i>Tempe History Museum</i>	Visual Prototyping Exhibition of my work <ul style="list-style-type: none"><li><i>Light-up Playhouse</i>: Interactive Dollhouse, motion sensing lights, laser cut from acrylic</li><li><i>Exo/Eggso</i>: <i>3d printed sculpture</i></li></ul>	
<i>Digital Culture Showcase</i>	Digital Culture Showcase interactive art installations of my work - <ul style="list-style-type: none"><li>Interactive Murder Mystery: <i>Mike’s Bar</i></li><li>Snitch motion capture experiment, and bio-sensory analysis</li><li><i>Curator Assistant</i>, video heat energy maps showing frequently visited exhibits</li><li><i>Robit</i> - The arduino-based emotional ‘neurotic’ robot</li><li><i>Green Teen</i>, interactive sustainability kinect game</li><li><i>Particle Fractals</i> - Programming Art installation</li></ul>	<i>Winter 2011, Spring 2012, and Winter 2012</i>

publications

<i>programmer</i>	Johnson-Glenberg, M. & the EGL Group (Embodied Games for Learning). (April, 2012). <i>Learning in the K-12 Classroom: a Taxonomy</i> . Symposium at the Annual Conference of the American Education Research Association (AERA), Vancouver, British Columbia. <a href="#">Link</a>	<i>2012</i>
<i>artist</i>	Siwiak, K. (Spring 2013) <i>Ionospherica</i> . QRP Quarterly Journal.	<i>2013</i>
<i>artist</i>	Siwiak, K. (Fall 2013) Title to be determined. QRP Quarterly Journal.	<i>2013</i>