## education

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|---|---|---|
| bachelor of arts | Arizona State University<br>• Bachelor of Arts in Interdisciplinary Arts and Digital Culture<br>• Graduated Summa cum Laude, 3.97 GPA<br>• Studied computer-aided design, visual media, arts, programming, and interaction design | [graduated December 2012] |
| ancillary | Pima Community College<br>• Studied arts, animation, and motion graphics | [2008-2009] |
| ancillary | University of Arizona<br>• Studied math, physics, computer science, and philosophy | [2003-2006] |
| high school diploma | Palo Verde High Magnet School<br>• Graduated Valedictorian, 4.25 GPA | [graduated May 2003] |

## professional experience

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|---|---|---|
| game developer | **Learning Sciences Institute – Embodied Games For Learning Lab, Arizona State University**<br>• Kinect, leap, android, interactive whiteboard, and computer game design<br>• Game design, art, programming, user interface design, user experience design<br>• Experimental Research Assistant for Educational Embodied Gaming | *Aug 2012 - present* |
| lead instructor | **Department of Science, Technology, Engineering, and Mathematics, Arizona State University**<br>• Designed and ran a summer camp for middle-school children. Taught Unity3d, game design, Photoshop, and audio engineering. | *July 2012* |
| lead instructor | **School of Arts, Media + Engineering, Arizona State University**<br>• Designed and taught a workshop for Unity3d to several interested professors and graduate students in Arts, Media + Engineering. | *Aug 2011 – Oct 2011* |
| game developer | **SMALLab at the School of Arts, Media + Engineering, Arizona State University**<br>• Situated Multimedia Arts Learning Lab – A 3m x 3m floor projection and motion capture space for interactive educational video games. Several students interact in the space with motion capture wands and tracked implements<br>• Involved in game design, interaction design, user interface design, programming (scripting and architecture), and art design.<br>• Oversaw subject experimentation and assisted with technology support.<br>• Maintained and operated Optitrack motion capture system. | *Mar 2011 - July 2012* |
| technology manager | **OfficeMax Corporation**<br>• Responsibilities included technology sales goals, printing, desktop publishing, office supplies, furniture sales, and customer service.<br>• Oversaw employee training, elevated customer service issues, and team management as manager-on-duty. | *Aug 2008- Aug 2010* |
| additional experience | • Office Depot – Technology sales, printing, desktop publishing.<br>• EES Copy Center – Print and document services, design, delivery around U of A.<br>• SEEDS after school and summer program – tutoring, teaching, entertainment and activity planner.<br>• Little Anthony's 50's Diner – Bussing, pizza delivery, janitorial duties, opening/closing. | *2008*<br>*2003-2006*<br>*2002-2003*<br>*2002* |

## achievements, awards, scholarships

- ASU Summa cum laude
- University of Arizona Provost's Award
- University of Arizona President's Award
- University of Arizona Optics Competition First Prize: Optical Engineering Mirror Crafting
- Elks Club Scholar
- High School Valedictorian

## technical experience

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| project management | • Programming: Familiar with subversion version control, tortoise and git.<br>• Collaborative Projects: familiar with management sites such as ActiveCollab and Jira.<br>• Extensive group management and tasking skills: Office Max Manager and EGL Lab Lead Programmer |
| multimedia installation | • Experienced in audio/visual equipment setup for conferences, presentations, and demos<br>• Worked with many projection systems for visual display and animated projection mapping |
| computer | • Programming and development: Java, C/#, HTML, Matlab, Python, version control (including Git and Subversion)<br>• Visual Design Software: Adobe Suites: InDesign, Illustrator, Photoshop, Flash, AfterEffects, Premiere; Final Cut, Blender, Rhino, Maya, 3dsMax, some Zbrush, geomagic<br>• Software experience: Windows 3.1 to 8.1, Linux, UNIX, and Mac OS X troubleshooting, hardware and software installation; Microsoft Office<br>• Game Development: Unity3d, flash, android and iOs<br>• Motion capture systems: NaturalPoint Optitrack, Microsoft Kinect, Leap Motion, video motion analysis through C++ OpenCV<br>• Interactive Design: Arduino, Max/MSP & Jitter, Processing |

## volunteer experience

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|---|---|---|
| volunteer | Tom Versen Radio - Design consultant and animator for radio show conversion into web series | *Summer 2012* |
| tutor | University of Arizona Mathematics - Linear Algebra, Calculus 1-3, Differential Equations | *2003 - 2004* |
| NHS | Community service, food drives, cleaning up neighborhood, read for elementary students, made blankets for homeless | *2002 - 2003* |
| Habitat for Humanity | Constructed houses for low – income families | *2002 - 2003* |
| tutor | Kindergarten through 12$^{th}$ grade tutoring - all subject areas | *1995 - 2003* |

## memberships and associations

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|---|---|
| *ARRL* | Member of American Radio Relay League |

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|---|---|
| *SPS* | Lifetime member of Society of Physics Students<br>• U of A Chapter: Student Member and Regional Meeting Coordinator |
| *DCU* | President and Founder of Digital Culture Student Organization – Digital Culture Underground |
| *LOrkAS* | Founding member of Laptop Orchestra of Arizona State |
| *Objectivist Club* | Member of Philosophy Club at University of Arizona |
| *FAC/ThAC* | Founding member of ASU Arts Media + Engineering Afternoon Clubs – Lecture series and projects |
| *UA HRC* | Student Member Ham Radio Club at University of Arizona |
| *VGX* | Video Game Xtreme Club at University of Arizona |
| *Digital Culture Initiative* | New program at ASU, now an obtainable major<br>• Founding member and first-wave graduate from the program in Interdisciplinary Arts.<br>• Departmental representative for student outreach and inter-program events at ASU. |

## professional achievements

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|---|---|
| *Amateur Radio* | Licensed Amateur Radio operator: KD7CNJ, General Level License granted by FCC |
| *D&D / RPG DM* | 16 years of experience in interactive storytelling, game design, and leadership in table top role playing games |
| *Modeling Institute* | 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

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|---|---|---|
| *ASU Art Museum* | Family Weekends: Designed and Ran an art-themed puppetry workshop, to get kids and families excited about art | *2012* |
| *Light it Up!* | Public Practice Symposium and Conference in Phoenix – A/V Engineering and Assistant to Program organizer | *2012* |
| *Emerge* | Held and assisted with exhibitions, shows, and workshops, hosted by AME at ASU | *2012* |
| *Tempe History Museum* | Visual Prototyping Exhibition<br>• Light-up Playhouse: An Interactive Dollhouse with motion sensing lights and laser cut acrylic<br>• Exo/Eggso: 3D-printed sculpture | *2008, 2009* |
| *Digital Culture Showcase* | Interactive Art Installations<br>• Interactive Murder Mystery: Mike's Bar<br>• Snitch motion capture experiment, and bio-sensory analysis<br>• Curator Assistant, video heat energy maps showing frequently visited exhibits<br>• Robit - The Arduino-based emotional 'neurotic' robot<br>• Green Teen, interactive sustainability Kinect game<br>• Particle Fractals - Programming Art installation | *2011,*<br>*Spring 2012,*<br>*Winter 2012* |

## publications

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|---|---|---|
| *EGL Member and Programmer* | Johnson-Glenberg, M. & the EGL Group (Embodied Games for Learning). "Learning in the K-12 Classroom: A Taxonomy". Symposium at the Annual Conference of the American Education Research Association (AERA), Vancouver, British Columbia, April 2012. | *2012* |
| *graphic cartoonist* | Siwiak, K. " Ionospherica". QRP Quarterly Journal. Spring 2013. | *2013* |
| *graphic cartoonist* | Siwiak, K. [title forthcoming]. QRP Quarterly Journal. Fall 2013. | *2013* |