RUST LTD.
101 Verdugo Ave., Unit 9362
Glendale, CA 91226

(213) 986-5689 📞
@AdamLiszkiewicz 🐦
adam@rustltd.com ✉
http://liszkiewicz.info 🌐

Adam Sulzdorf-Liszkiewicz

Game Design & Studies • Media Activism • Narrative Design • Virtual Reality • Worldbuilding

Current Position

President and Co-Founder, RUST LTD.

Education

2018	**PhD in Media Arts and Practice** University of Southern California, Los Angeles, CA Dissertation: "Real Fake Rooms: Experiments in Narrative Design for Virtual Reality"
2013	**Diploma in Innovation** University of Southern California, Los Angeles, CA
2011	**MFA in Media Arts Production** State University of New York at Buffalo, Amherst, NY
2002-2004	**Graduate coursework in Political Philosophy** Rutgers University, New Brunswick, NJ
2001	**BA, Political Science** (Honors) Allegheny College, Meadville, PA

Employment (Industry)

2009-present	**RUST LTD.** Co-Founder RUST LTD. is an award-winning design studio based in Los Angeles, CA. Notable projects include the best-selling VR sandbox game, "Hot Dogs, Horseshoes, and Hand Grenades" (available through Steam); the "Alloy Physical Shader Framework"; and "Museum of the Microstar" (Grand Prize, Unity DirectX11 Competition). Clients include Dave and Busters, Digital Kitchen, Independent Television Service, MediaMation, Oregon Center for Applied Sciences, R2DevCo, Energy Delta Gas Research, USEF Foundation, Take Action Games, Unity Technologies, USC Annenberg Innovation Lab, USC Emergent Cities Research Group, and USC Mobile and Environmental Media Lab.
2020-present	President
2018-2020	Chief Executive Officer
2016-2018	Chief Operations Officer
2009-2016	Principal Designer
2010-present	**Independent Consultant** My occasional consulting is a mixture of paid and pro bono work. Recent clients include the United States Department of Justice, Emblematic Group, and Will Winn Games. Past clients include Nokia, Occidental College, Toyota, UC Riverside, and UC Santa Barbara.

Employment (Academia)

2020-present **Michigan State University**
Assistant Professor, Media and Information Department
Founding Director, Immersive Realities Lab
Core Faculty, Digital Humanities Program
• MI 831: Theories of Games and Interaction Design, Fall 2022
• MI 430: Game Writing, Fall 2022
• MI 482: Building Virtual Worlds, Spring 2022
• MI 898: Master's Project, Spring 2022
• MI 482: Building Virtual Worlds, Spring 2021
• MI 402: Strange Games, Fall 2020

2018-2019 **Occidental College**
Visiting Assistant Professor, Media Arts and Culture Department
• MAC 230: Narrative Design and Worldbuilding for Media, Fall 2018
• MAC 250: Game Design Workshop, Fall 2018
• MAC 260: Game Studies, Fall 2018
• MAC 145: Introduction to Digital Media and Culture, Spring 2019
• MAC 260: The Art and Politics of Virtual Reality, Spring 2019
• Curator and Organizer, Oxy Cinematheque Exhibition and Lecture Series, Spring 2019

2017-2018 **University of Southern California**
Adjunct Assistant Professor, Interactive Media and Games Division, School of Cinematic Arts
• CTIN 484/489: Intermediate Game Design Workshop, Fall 2017 and Spring 2018
• CTIN 190: Introduction to Interactive Entertainment, Fall 2017

2017 **University of California, Los Angeles**
Lecturer, Department of Design Media Arts (DMA)
• DESMA 157: Game Design, Spring 2017
• DESMA 195b: Internship, Spring 2017
• DESMA 395: Teaching Apprentice Practicum, Spring 2017

2012-2017 **University of Southern California**
Teaching Assistant, Institute for Multimedia Literacy and School of Cinematic Arts
• IML 420: New Media for Social Change (Profs. Peters-Lazaro and Shresthova), Spring 2017
• IML 295: Race, Class, and Gender in Digital Culture (Prof. Hughes), Spring 2017
• IML 499: Designing and Writing for Transmedia Narratives (Prof. Callahan), Fall 2016
• CNTV 101: Reality Starts Here (Profs. Watson and Sweeney), Fall 2016
• CTIN 101: Fundamentals of Procedural Media (Prof. Moser), Spring 2015
• IML 300: Reading and Writing for the Web (Prof. Bodie), Spring 2015
• CNTV 101: Reality Starts Here (Prof. McPherson), Fall 2014
• IML 444: Honors in Multimedia Scholarship (Prof. Kuhn), Spring 2013
• IML 400: Creative Coding for the Web (Prof. Blackaller), Spring 2013
• CNTV 101: Reality Starts Here (Prof. McPherson), Fall 2012

2014 **University of Southern California**
Adjunct Professor, Interactive Media and Games Division, School of Cinematic Arts
• CTIN 190: Introduction to Interactive Entertainment, Spring 2014

2014	**Woodbury University**

Woodbury University
Course Designer, Game Art and Design Program, School of Media, Culture, and Design
• GAME 330x: Story Development for Interactive Media

2013-2014 **University of Southern California**
Social Justice Research Fellow, Program for Environmental and Regional Equity

2008-2009 **State University of New York at Buffalo**
Adjunct Professor, Department of Media Study
• DMS 463: Interactive Fiction, Spring 2009
• DMS 448: Games Studies Colloquium, Fall 2008

2008 **State University of New York at Buffalo**
Teaching Assistant, Department of Media Study
• DMS 463/563: Interactive Fiction (Prof. Anstey), Spring 2008

2006-2007 **State University of New York at Buffalo**
Research Assistant, Department of Media Study and Department of Education
• Curriculum and Web Development (Prof. Anstey), Fall 2007
• City Voices, City Visions: Multimodal Literacies, Fall 2006 to Summer 2007

Selected Projects

RUST LTD. *Hot Dogs, Horseshoes, and Hand Grenades* (VR Game). Valve: Steam (2016-present).

> This absurdist sport-shooting VR sandbox game was published to Steam as an 'early access' launch title for the HTC Vive room-scale virtual reality system on 05 April 2016. It has consistently been one of the top-selling virtual reality titles on Steam since its release, and it currently holds an 'Overwhelmingly Positive' user review rating on the Steam platform (97% of more than 13,500 user reviews are positive). According to the website 'Steam250', it is currently the third-highest rated VR exclusive ever released on the Steam platform. *H3VR* is projected to leave early access in Spring 2023. I am the game's narrative director, and have served as a game designer, level designer, narrative designer, quality assurance tester, voice actor, worldbuilder, and writer on the project.

RUST LTD. *Typing Simulator* (VR Application). Valve: Steam (2021-present).

> This VR application aims to be the first platform where users can learn to touch type entirely in virtual reality. Its innovative pedagogical approach leverages users' inability to see their 'actual' keyboards, as touch typists must learn to avoid looking at their hands while typing. Keyboard enthusiasts and typing novices alike can use training programs, distraction free writing environments, mini-games, and even experimental narrative modes to improve their typing skills. Typing Simulator is currently in pre-Alpha development, and is scheduled for 'early access' PC release in Spring 2024. I am a narrative designer, producer, and writer on the project.

Michigan State University. *Virtual Meeting Support for Enhanced Well-Being and Equity for Game Developers* (Collaborative Research). NSF Grant #2128803 (2021-2023).

> This interdisciplinary research project will work toward more inclusive and equitable workspaces through an iterative mixture of qualitative, quantitative, and practice-based research methodologies. The COVID-19 pandemic ushered in a new era of remote work and virtual meetings, disproportionately amplifying barriers to well-being, equity, and inclusion for women and people of color. In response, our research asks: "How can future virtual meeting platforms better support well-being and social equity?" This project was awarded $1,599,851 total in support, with $1,188,386 awarded to MSU. I was Co-Principal Investigator on the project until I left MSU in Jan. 2023.

Dave and Buster's. *Game On Football* (Mobile Game). Dave and Buster's: App Store and Google Play (2015).

> This quick-play fantasy football app was designed to reward customers for watching NFL football games live at Dave and Buster's locations. Players would choose new teams at the beginning of each quarter, using a unique drafting mechanic inspired by draw poker. The project was published to both the App Store and Google Play in Fall 2015. I served as lead designer on the project, and managed a distributed team composed of developers from Robosoft Technologies, as well as a design and prototyping team from the Mobile and Environmental Media Lab at USC.

Take Action Games. *inCharacter* (AR Card Game). Independent Television Service (2013).

> This augmented reality card game was created for the Independent Television Service (ITVS) and their Women and Girls Lead public media campaign. It was designed to facilitate discussion around the issues presented in over fifty documentaries included in the campaign. It was played at various ITVS Community Cinema Events, including "Half The Sky: Turning Opression Into Opportunity for Women Worldwide" at the Chicago Cultural Center in Sept. 2012. It was also exhibited at the 2012 Neta Conference, and was played and presented at "Feminist Infrastructures and Technocultures: Cross-Disciplinary Legacies and Futures" at University of California, San Diego in April 2013. In partnership with Take Action Games, I served as co-designer and digital prototyper on the game.

RUST LTD. *Museum of the Microstar* (PC Game and VR Game). Unity3D (2013).

> This satirical narrative game and technology demonstration was originally developed by RUST LTD. in five weeks for the Unity DirectX11 Competition, and was awarded the grand prize in February 2013. Then, it was ported to the original Oculus Rift "Development Kit 1" (DK1), and was the third published game to function on the VR device. I served as a level designer, narrative designer, worldbuilder, and writer on the project.

Publications (Creative)

Books

Sulzdorf-Liszkiewicz, Adam. *AFEELD*. Blacksburg, VA: Collaboratory for Digital Discourse and Culture (Digital Originals Book Series), Virginia Polytechnic Institute and State University, 2017. Web. ISBN: 978-1-933217-01-7

> This full-length collection of playful digital literature and poetic games was published by Virginia Tech in early 2017, under a peer-reviewed and open-access "Digital Originals" publishing initiative at the Collaboratory for Digital Discourse and Culture.

Chapbooks

Liszkiewicz, A. J. Patrick. *LL*. Philadelphia, PA: Scharmel Iris Press, 2013. 20 pp. Print.

Liszkiewicz, A. J. Patrick. *THIS IS VISUAL POETRY*. Lancaster, PA: Fifty-first chapbook in series of same name, 2010. 16 pp. Print.

Liszkiewicz, A. J. Patrick. *ALPHABET MAN*. Cincinnati, OH: Slack Buddha Press, 2010. 24 pp. Print.

Liszkiewicz, A. J. Patrick. *COUNT AS ONE*. Blacksburg, VA: *New River, a Journal of Digital Writing and Art*, 2009. 15 interactive poems. Web.

Liszkiewicz, A. J. Patrick, ed. *POWER CRAZY SENIOR GENERAL THAN SHWE*. St. Louis, MO: Anti-Editions, 2008. 20 pp. Print and web.

Artist's Books

Sulzdorf-Liszkiewicz, Adam. *Scan Quality: Great.* Los Angeles: Playwork Press, Fall 2018. Print.

Sulzdorf-Liszkiewicz, Heidi, and Adam Sulzdorf-Liszkiewicz. *Every Server at the Internet Archive in San Francisco, CA.* San Francisco: The Internet Archive (in conjunction with Tumblr), November 2014. Web.

Heatter, Virginia, and A. J. Patrick Liszkiewicz. *Blue Line to Wonderland.* Buffalo: Co)ludere Press, November 2008. Print.

Anthologized or Reprinted Work

Liszkiewicz, A. J. Patrick. Five untitled poems (from *ALPHABET MAN*). *THE &NOW AWARDS 2: THE BEST INNOVATIVE WRITING.* Evanston, IL: Northwestern UP, 2013. Print.

Selected Poems and Stories

Liszkiewicz, A. J. Patrick. "Todd the Gigantic Apple". *El Aleph Magazine* 1.1 (March 2013): 74-75. Print.

Liszkiewicz, A. J. Patrick. "White Space". *Abjective*, November 2010. Web.

Liszkiewicz, A. J. Patrick. Four untitled poems (from *THIS IS VISUAL POETRY*). *Glitch* 3 (October 2010). Print.

Liszkiewicz, A. J. Patrick. Six untitled poems (from *COUNT AS ONE*). *Otoliths* 16 (February 2010). Web.

Liszkiewicz, A. J. Patrick. "Graham Will Fall and Hit His Head". *Hobart Literary Journal* (December 2009). Web.

Liszkiewicz, A. J. Patrick. "Rx". *Howl: The Literary Magazine of Copper Mountain College* (Summer 2009). Print.

Liszkiewicz, A. J. Patrick. "Superficial Manifesto" and "Butterflies". *Spilt Milk* 1 (Summer 2009). Print.

Liszkiewicz, A. J. Patrick. Twelve Untitled Poems (from *ALPHABET MAN*). *London Poetry Systems* (July 2009). Web.

Liszkiewicz, A. J. Patrick. "Degrees". *Everyday Genius* (May 2009). Web.

Liszkiewicz, A. J. Patrick. "Afeeld", "Here Now Here", "Ion", and "OH". *Word for/Word: A Journal of New Writing* 14 (December 2008). Web.

Liszkiewicz, A. J. Patrick. "The Intranational Museum of the Id". *Diagram* 8.4 (September 2008). Web.

Liszkiewicz, A. J. Patrick. "Scenes from a Blank Notebook". *Word for/Word: A Journal of New Writing* 13 (May 2008). Web.

Liszkiewicz, A. J. Patrick. "Emperor Ink". *Anti-* (February 2008). Web.

Liszkiewicz, A. J. Patrick. "Holiday Root Canal". *The Eleventh Muse* (March 2007). Print.

Multimedia and Small Games

Sulzdorf-Liszkiewicz, Adam. Six untitled digital paintings. *Cobra Milk* 1 (Fall 2020). Web.

Sulzdorf-Liszkiewicz, Adam. Four untitled photographs. *QuaranZine* 4 (May 2020). App.

Sulzdorf-Liszkiewicz, Adam. "MBA 2K16" (Machinima). *Digital America* 14 (03 December 2019). Web.

Liszkiewicz, A. J. Patrick and Anton Hand. "Bullet Hell" (Digital Game). *InVisible Culture: An Electronic Journal of Visual Culture* 21 (October 2014). Web.

Liszkiewicz, A. J. Patrick and Lucas Miller. "Mark Ditto Mark" (Browser Extension). *Seneca Review* (Fall/Spring 2013-14). Web.

Sulzdorf-Liszkiewicz, Adam (as "Andy June"). "UNUT" and "Ay" (Animated GIFs). *Cricket Online Review* 7.2 (January 2012). Web.

Liszkiewicz, A. J. Patrick and RUST LTD. Untitled Animated Video. *Certain Circuits* (July 2011). Web.

Liszkiewicz, A. J. Patrick and RUST LTD. "M!ndsweeper" (Digital Game). *Oxford Magazine* 27 (March 2011). Web.

Sound

Sulzdorf-Liszkiewicz, Adam (as "Andy June") and gtrabbit. "Itchy Nissan Bumper". *Textsound* 11 (February 2011). Web.

Sulzdorf-Liszkiewicz, Adam (as "Andy June"). "Declan Fox Lewis". *As Long As It Takes* 5 (July 2010). Web.

Publications (Critical)

Essays and Other Writings

Sulzdorf-Liszkiewicz, Adam. "The Paradox of the Virtual Pro-Am: Professional Sports During the Pandemic". *SCMS+* (25 June 2020). Web.

Sulzdorf-Liszkiewicz, Adam. "When Did You First Play The Binding of Isaac? (Again?)". HASTAC (Nov. 2014). Web.

Liszkiewicz, A. J. Patrick. "A. J. Patrick Liszkiewicz: Statement and Artwork". *Leonardo Electronic Almanac* 19.2 (April 2013). Print and web.

Liszkiewicz, A. J. Patrick. "Designing for Social Justice: Tenants in Action". *In Media Res* (April 2013). Web.

Liszkiewicz, A. J. Patrick. "When Did You First Play The Binding of Isaac?". *Confessions of an Aca-Fan: The Official Weblog of Henry Jenkins* (March 2013). Web.

Liszkiewicz, A. J. Patrick. "Tenants in Action". *International Journal of Learning and Media* 3.3 (Summer 2011). Web.

Liszkiewicz, A. J. Patrick. "Are Video Games Stories?". *Word for/Word: A Journal of New Writing* 18 (April 2011). Web.

Liszkiewicz, A. J. Patrick. "Cultivated Play: FarmVille". *Kotaku* (April 2010). Web.

Interviews (as Interviewee)

SPARTIE-Cast, No. 19, 14 July 2021.

Voices of VR, No. 711, 01 November 2018.

Leonardo Electronic Almanac, Vol. 19, No. 2, April 2013.

This Way Up, New Zealand Public Radio, 14 August 2010.

Future Tense, American Public Media and Minnesota Public Radio, 13 July 2010.

WORKING PAPERS

Sulzdorf-Liszkiewicz, Adam, Brian Klebig, Luis Graciano Velazquez, et al. "Informal Virtual Meetings in *Walkabout Mini Golf VR*".

Sulzdorf-Liszkiewicz, Adam, Brian Klebig, Luis Graciano Velazquez. "Intraface: The Paradox of Virtual Interaction".

Sulzdorf-Liszkiewicz, Heidi, and Adam Sulzdorf-Liszkiewicz. "Neolithic Symbolism in Contemporary Video Games".

Presentations and Lectures

CONFERENCE KEYNOTES

Sulzdorf-Liszkiewicz, Adam. Second Annual eXtended Reality Symposium, Michigan State University, East Lansing, MI, 12 February 2020.

Sulzdorf-Liszkiewicz, Adam. "What is the Future of Virtual Reality?" Third Annual VRSC Student Festival, University of Southern California, Los Angeles, CA, 13 April 2018.

Sulzdorf-Liszkiewicz, Adam, and Craig Dietrich. "Virtual Semantics". IEEE International Conference on Semantic Computing, The Hills Hotel, Laguna Hills, CA, 01 Feb. 2018.

CONFERENCE PRESENTATIONS

Sulzdorf-Liszkiewicz, Adam. "Virtual Diegetics: The Narrative Potential of VR Equipment". International Conference on Games and Narrative, University of Waterloo, 13 June 2021.

Sulzdorf-Liszkiewicz, Adam. "HowDoI: Build a Sustainable Studio" (roundtable). IndieCade, Los Angeles, CA, 17 October 2020.

Sulzdorf-Liszkiewicz, Adam, and Heidi Sulzdorf-Liszkiewicz. "Megalithic Monuments in Open World Video Games". Foundations of Digital Games Conference, Malta, 11 September 2020.

Sulzdorf-Liszkiewicz, Adam. "New World Ethics: A Roundtable on Mixed Reality Commerce and Culture". Reality Mixer Conference, Influx Lab, Los Angeles, CA, 01 Dec 2018.

Medina, Joshua, Haelan Nunn, James Maley, John McCormack, and Adam Sulzdorf-Liszkiewicz. "Birds I View: 3D Digitization of the Moore Lab of Zoology's Bird Collection". 2017 Southern California Conferences for Undergraduate Research, Pasadena City College, Pasadena, CA, 17 November 2018.

Lambrecht, Cord, Joshua Medina, Haelan Nunn, and Adam Sulzdorf-Liszkiewicz. "Birds I View". Besides the Screen Conference, King's College, London, UK, 1-3 July 2018.

Sulzdorf-Liszkiewicz, Adam (respondent). "VR Aesthetics 2: Forms and Formats". Society for Cinema and Media Studies Conference, Sheraton Centre, Toronto, CA, 14-18 March 2018.

Sulzdorf-Liszkiewicz, Adam. "Real Knowledges, Virtual Designs: A Roundtable on Conducting Practice-Based Research in Virtual Reality". AIGA Converge Conference, University of Southern California, Los Angeles, CA, 01 June 2017.

Sulzdorf-Liszkiewicz, Adam (moderator). "Getting Games Made (Right)". Queerness and Games Conference, University of Southern California, Los Angeles, CA, 01 April 2017.

Sulzdorf-Liszkiewicz, Adam, Anton Hand, Lucas Miller, and Luke Noonan. "Community Building as Marketing". IndieCade: International Festival of Independent Games, University of Southern California, Los Angeles, CA, 14 October 2016.

Sulzdorf-Liszkiewicz, Adam. "Making Meaning: Participation, Personal Expression, and Fate in Games and Interactive Media". 2016 Cultural Rhetorics Conference, Michigan State Univ., East Lansing, MI, 02 October 2016.

Sulzdorf-Liszkiewicz, Adam. "Isaac Unbound: Play as Ontology". Philosophy of Computer Games Conference, Berlin, Germany, 15 October 2015.

Sulzdorf-Liszkiewicz, Adam. "Speculation and Design". HASTAC Conference, Michigan State Univ., East Lansing, MI, 29 May 2015.

Sulzdorf-Liszkiewicz, Adam. "Data-Driven Literary Practices: Artistic Browser Extensions". &Now: A Conference of Innovative Writing and the Literary Arts, CalArts, Valencia, CA, 26 March 2015.

Sulzdorf-Liszkiewicz, Adam. "Lusory Attitudes and Electronic Literature". American Studies Association Conference, Los Angeles, CA, 07 Nov. 2014.

Sulzdorf-Liszkiewicz, Adam, Anton Hand, and Luke Noonan. "Small Team, Big Results". IndieCade: International Festival of Independent Games, Culver City, CA, 03 October 2013.

Sulzdorf-Liszkiewicz, Adam, Anton Hand, and Luke Noonan. "Postmortem: Museum of the Microstar". UNITE: Unity3D Developers Conference, Vancouver, BC, Canada, 30 August 2013.

Boisvert, Heidi, Una Lee, and Adam Liszkiewicz. "Making Games for Social Change". Allied Media Conference, Wayne State University, Detroit, MI, 22 June 2013.

Sulzdorf-Liszkiewicz, Adam. "The Professional Costs of Free Distribution." HASTAC Conference, York University, Toronto, ON, Canada, 28 April 2013

Sulzdorf-Liszkiewicz, Adam. "West Coast Perspectives: A. J. Patrick Liszkiewicz". In Visible Crisis Conference, New York University, New York, NY, 8 February 2013.

Liszkiewicz, A. J. Patrick. "Occupy Your Browser". Historical Materialism 2012 Conference, York Univ., Toronto, ON, Canada, 11 May 2012.

Liszkiewicz, A. J. Patrick. "Minecraft Memorials: Deconstructing Virtual Worlds Through Artistic Interventions". Visual Studies 2012 Graduate Student Conference, Univeristy of California-Irvine, Irvine, CA, 6 April 2012.

Liszkiewicz, A. J. Patrick. "Tenants in Action: Practice-Based Design Research". GSG Research Symposium, Univ. of Southern California, Los Angeles, CA, 4 April 2012.

Abood, Maya, Craig Dietrich, A. J. Patrick Liszkiewicz, and Christopher Rowe. "Community-Led Design: Tenants in Action". Participation/Exploitation Conference, University of California-Los Angeles, Los Angeles, CA, 16 March 2012.

Liszkiewicz, A. J. Patrick. "Thirteen Ways of Looking at *Team Fortress 2*". Popular Culture Association of Canada Conference, Niagara Falls, ON, Canada, 13 May 2011.

Liszkiewicz, A. J. Patrick. "The Poetics of Video Games". &Now: A Conference of Innovative Writing and the Literary Arts, Buffalo, NY, 14 October 2009.

INVITED TALKS AND PRESENTATIONS

Sulzdorf-Liszkiewicz, Adam. "Politics in the Metaverse: *Ready Player One*". MSU Film Collective Screening Series, Michigan State University, 27 January 2022.

Sulzdorf-Liszkiewicz, Adam. "Disney Imagineering Roundtable" (Co-host). Michigan State University, 16 April 2021.

Sulzdorf-Liszkiewicz, Adam. "Careers in Gaming Roundtable" (Panelist). Oxy Gaming Guild, Occidental College, 03 April 2021.

Sulzdorf-Liszkiewicz, Adam. "Artist's Talk: Adam Sulzdorf-Liszkiewicz". USC E-Lit Reading Group, University of Southern California, 22 January 2021.

Sulzdorf-Liszkiewicz, Adam, Cord Lambrecht, and Ian Lehine. "If We Had To Do It Again: Lessons Learned from Teaching VR at a Liberal Arts College". Beyond Zoom: XR for Teaching and Research Symposium, Dartmouth College, 07 August 2020.

Sulzdorf-Liszkiewicz, Adam. "Critical Worldbuilding: Coherence and Context at Play". Department of Media and Information, Michigan State University, 10 February 2020.

Sulzdorf-Liszkiewicz, Adam. "Illicit Ilinx: Vertigo, Values, and Virtual Reality". Applied Computer Science Lecture Series, Woodbury University, 23 October 2019.

Sulzdorf-Liszkiewicz, Adam. "Narrative Design for Virtual Reality". Mixed Reality (XR) Hackathon at California State University, Bakersfield, 27 October 2018.

Sulzdorf-Liszkiewicz, Adam. "Paper Prototyping Workshop". Critical Making Studio, Occidental College, 04 Oct. 2018.

Sulzdorf-Liszkiewicz, Adam. "On Virtual Reality". Baylor VR Club, 23 April 2018.

Sulzdorf-Liszkiewicz, Adam. "An Evening with Adam Sulzdorf-Liszkiewicz". Occidental College, 29 March 2018.

Sulzdorf-Liszkiewicz, Adam. "Absurdism and Virtual Reality". Occidental College, 22 Sept. 2017.

Sulzdorf-Liszkiewicz, Adam. "How To Be Unprepared: Games and Entrepreneurship". USC Bridge Program, University of Southern California, 27 June 2017.

Sulzdorf-Liszkiewicz, Adam. "Virtual Reality and Activism". Occidental College, 24 April 2017.

Sulzdorf-Liszkiewicz, Adam. "Ludipoiesis: Games and Poetry." Whittier College DigLibArts, Wardman Library Poets' Corner, Whittier College, 12 April 2017.

Sulzdorf-Liszkiewicz, Adam. "Impure Research: Exploratory Modding in NBA2k16". UCLA Participation Lab, University of California Los Angeles, Los Angeles, CA, 07 Nov. 2016.

Sulzdorf-Liszkiewicz, Adam, Anton Hand, Lucas Miller, and Luke Noonan. "Artists' Talk: RUST LTD". USC Interactive Media and Games Speaker Series, University of Southern California, Los Angeles, CA, 14 Sept. 2016.

Sulzdorf-Liszkiewicz, Adam. "Roundtable on Hactivist Gaming". Pitzer College, 15 April 2016.

Sulzdorf-Liszkiewicz, Adam. "Sports, Games, and Play: What's the Difference?". Pasadena City College, Pasadena, CA, 04 Nov. 2015.

Sulzdorf-Liszkiewicz, Adam. "Artist's Talk: Adam Sulzdorf-Liszkiewicz". University of San Francisco, San Francisco, CA, 15 November 2013.

Liszkiewicz, Adam. "Objectivity and Videogame Scholarship: Playing the Medium Specificity Game". Visual Studies Research Institute, University of Southern California, Los Angeles, CA, 20 February 2013.

Liszkiewicz, Adam. "Repercussions: Serious Games and Immersive Journalism". Annenberg Innovation Lab, University of Southern California, Los Angeles, CA, 13 Nov. 2012.

Liszkiewicz, A. J. Patrick. "On Interactive Design". Toyota Strategic Research Group, Torrence, CA, 05 March 2012.

Liszkiewicz, Adam. "The Occupy Movement Considered: A Roundtable. UCLA, Los Angeles, CA, 25 January 2012.

McVeigh Schultz, Kevin Driscoll, and A. J. Patrick Liszkiewicz. "Occupy This Seminar!: Redesigning Rituals of Public Interaction". USC Interactive Media Division Forum, Los Angeles, CA, 09 November 2011.

Liszkiewicz, Adam. Roundtable Discussion of Occupy LA. USC Digital Studies Symposium, Los Angeles, CA, 07 November 2011.

Liszkiewicz, Adam. "Pandora's XBox: Talking About Talking About Games". USC All Fellows Forum, Los Angeles, CA, 20 October 2011.

Liszkiewicz, A. J. Patrick. "Cultivated Play: FarmVille". Games Studies Lecture Series at SUNY Buffalo, Buffalo, NY, 28 January 2010.

Liszkiewicz, A. J. Patrick. "The Poetics of Video Games". Digital Media Poetics Lecture Series at SUNY Buffalo, Buffalo, NY, 09 November 2009.

Guest Lectures

MI 498: Collaborative Game Design (Prof. Winn), Michigan State University, 15 March 2022.

MI 498: Collaborative Game Design (Prof. Winn), Michigan State University, 23 February 2021.

MI 497: Game Design Studio (Prof. Bond), Michigan State University, 05 October 2020.

MI 498: Collaborative Game Design (Prof. Winn), Michigan State University, 11 February 2020.

MI 497: Game Design Studio (Prof. Bond), Michigan State University, 12 February 2020.

INTD 245: Digital Storytelling & the World Wide Web (Prof. Long), Whittier College, 12 November 2019.

COMP 367: Practicum in Computer Science (Prof. Li), Occidental College, 27 April 2018.

MAC 143: Intro. to Visual & Critical Studies (Prof. Laskin), Occidental College, 18 April 2018.

MAC 295: Imagining War: Genre on Screen & Battlefield (Prof. Laskin), Occidental College, 12 April 2018.

INTD 246: Intro. to Game Design (Prof. Davison), Whittier College, 12 April 2017.

COMM 306: Innovation, Entertainment, & the Arts (Prof. Forelle), USC, 01 March 2017.

CTCS 505: Survey of Interactive Media (Prof. Watson), USC, 22 August 2016.

CTIN 499: Digital Media Workshop (Prof. Brinson), USC, 11 April 2016.

CTIN 190: Intro. to Interactive Entertainment (Prof. Watson), USC, 16 Feb. 2016.

CTIN 190: Intro. to Interactive Entertainment (Prof. Watson), USC, 10 Feb. 2015.

GAME 330x: Story Development for Interactive Media (Prof. Miller), Woodbury University, 23 October 2014.

GAME 330x: Story Development for Interactive Media (Prof. Miller), Woodbury University, 07 October 2014.

GAME 325: User Interface Design (Prof. Noonan), Woodbury University, 01 May 2014.

MM M75: Game Prototyping (Prof. Samoff), Moorpark College, 08 April 2014.

LITT 2123: Intro. to Research in Literature (Prof. Van Duyne), Richard Stockton College, 28 March 2014.

COMM 340: Cultures of New Media (Prof. Berens), USC, 08 April 2013.

CTIN 488: Game Design Workshop (Prof. Gibson), USC, 19 February 2013.

ARTS 4510: Experimental Game Design (Prof. Ruiz), Rensselaer Polytechnic Institute, 16 February 2012.

ARTS 4971: Advanced Digital Imaging (Prof. Ruiz), Rensselaer Polytechnic Institute, 15 February 2012.

DMS 439: Virtual Worlds 2 (Prof. Noonan), SUNY at Buffalo, 19 January 2012.

CTIN 483: Intro. to Game Development (Prof. Gibson), University of Southern California (USC), 11 January 2012.

DMS 420: Advanced Digital Arts (Prof. Anstey), SUNY at Buffalo, 29 March 2010.

VS 425: Designed Play (Prof. Rothenberg), SUNY at Buffalo, 17 February 2010.

DMS 420: Advanced Digital Arts (Prof. Pape), SUNY at Buffalo, 20 April 2009.

ENG 1168: Cultural Studies (Prof. Heatter), Cornell University, 07 November 2008.

Exhibitions and Performances

Conference Exhibitions

RUST LTD. "Hot Dogs, Horseshoes, and Hand Grenades". Game Developers Conference, San Francisco, CA, 21-23 March 2018.

RUST LTD. "Museum of the Microstar". ACM Siggraph: The Aesthetics of Gameplay Exhibition, Vancouver, BC, Canada, 12-14 March 2014.

RUST LTD. "Museum of the Microstar". UNITE 2013: Unity3D Developers' Conference, Vancouver, British Columbia, Canada, 28-30 August 2013.

RUST LTD. "Museum of the Microstar". Games, Learning, and Society Conference, University of Wisconsin-Madison, Madison, WI, 12-14 June 2013.

RUST LTD. "80:00", "Museum of the Microstar", and "Robot Butler". Computers and Writing Conference, Frostburg State University, Frostburg, Maryland, 6-9 June 2013.

RUST LTD. "Museum of the Microstar". Game Developers Conference, San Francisco, CA, 25-29 March 2013.

RUST LTD. "Museum of the Microstar". Transcriptions Research Slam, University of California-Santa Barbara, Santa Barbara, CA, 15-16 March 2013.

RUST LTD. "Robot Butler". Midwest Interdisciplinary Graduate Conference, University of Wisconsin-Milwuakee, Milwuakee, WI, 15-16 February 2013.

Liszkiewicz, A. J. Patrick. "AFEELD". Modern Language Association Convention, Boston, MA, 4-6 January 2013.

Liszkiewicz, A. J. Patrick, and Anton Hand. "Bullet Hell". CODE: Media, Games, and Art Conference, Swinburne University of Technology, Melbourne, Australia, 21-23 November 2012.

Liszkiewicz, A. J. Patrick. "AFEELD". Electronic Literature Organization Conference, West Virginia University, Morgantown, WV, 20-23 June 2012.

Liszkiewicz, A. J. Patrick, and Anton Hand. "Bullet Hell". Games, Learning, and Society Conference, University of Wisconsin-Madison, Madison, WI, 13-15 June 2012.

RUST LTD. "The Hold". Transcriptions Research Slam, University of California-Santa Barbara, Santa Barbara, CA, 25 May 2012.

Liszkiewicz, A. J. Patrick. "AFEELD". Post Moot Convocation 2010, Miami University of Ohio, Oxford, OH, 22-24 April 2010.

Festival, Gallery, and Library Exhibitions

RUST LTD. "Blast Doors" and "Take and Hold". Mission IX, Stockholm, Sweden, Feb. to May 2018.

RUST LTD. "Museum of the Microstar". GLOBALE: Global Games, Center for Art and Media (ZKM), Karlsruhe, Germany, August 2015 to April 2016.

Sulzdorf-Liszkiewicz, Adam, and Lucas Miller. "The Lieutenant John Pike Memeorial Browser Extension". Memefest 2014, Swinburne University of Technology, Melbourne, Australia, 18-25 November 2014.

RUST LTD. "Courageous Cannonball Commander". InterActive Demo Day, EMPAC, Rensselaer Polytechnic Institute, Troy, NY, April 2014.

RUST LTD. "Museum of the Microstar". GameFest 2013 (Special Exhibition), Studio 1, EMPAC, Rensselaer Polytechnic Institute, Troy, NY, 27 April 2013.

Liszkiewicz, A. J. Patrick. "AFEELD". Electronic Literature Showcase, Library of Congress, Washington, DC, 3-5 April 2013.

RUST LTD. "80:00" and "Robot Butler". Strange Tales Exhibition, 1941 Studio, Clemson University, Clemson, SC, April 2013.

Liszkiewicz, Adam, and Craig Dietrich. "Tenants in Action". ARTivism: Art for a Cause, Les Noces Du Figaro, Los Angeles, CA, 08 March 2013.

Liszkiewicz, Adam, and RUST LTD. "80:00", "Assent", and "Bullet Hell". Repercussions: A Serious Games and Immersive Journalism Exhibition, USC, 14-17 November 2012.

RUST LTD. "Maelstrom" and "The Hold". Boston Festival of Indie Games, Cambridge, MA, 22 September 2012.

RUST LTD. "The Hold". Techapalooza 2012, Hilton Garden Inn, Troy, NY, 20 September 2013.

Liszkiewicz, A. J. Patrick. "Alphabet Man". CalArts Library Exhibition of Experimental Literature, CalArts, Valencia, CA, August 2012.

Liszkiewicz, A. J. Patrick, and Anton Hand. "Bullet Hell". DigitalArt.LA, Los Angeles Center for Digital Art, Los Angeles, CA, July-August 2012.

RUST LTD. "The Hold". UCLA Game Art Festival, Hammer Museum, Los Angeles, CA, 09 May 2012.

RUST LTD. "The Hold". TEDxUSC: Game and Demo Lounge, University of Southern California, Los Angeles, CA, 4 May 2012.

RUST LTD. "The Hold". Game Fest 2012, Rensselaer Polytechnic Institute, Troy, NY, 28 April 2012.

RUST LTD. "The Hold". First Look 2012, Directors' Guild of America, Los Angeles, CA, 24-26 April 2012.

Noonan, Luke, and A. J. Patrick Liszkiewicz. "Untitled Animation (from "Asterisk")". National Mechanics, Philadelphia, PA, 22 August 2011.

RUST LTD. "Tag". Postcard Show 14, The Lab, San Francisco, CA, 12 Dec. 2010.

Liszkiewicz, A. J. Patrick, and RUST LTD. "M!ndsweeper". Adjunct+1, Carroll Gallery, Tulane Univ., 6-27 October 2010.

Noonan, Luke, and RUST LTD. "Eight Missions". Play/Share: Beyond/In Western NY, Buffalo, NY, 31 July-3 October 2010.

Liszkiewicz, A. J. Patrick, and Luke Noonan. "Hopscotches" and "Tag". Humanities Gaming Institute, University of South Carolina, Columbia, SC, 18 June 2010.

Liszkiewicz, A. J. Patrick. "Nixon's Confession". Infringement Festival, Buffalo, NY, 27 July-3 October 2008.

Liszkiewicz, A. J. Patrick. "Alphabet Man". Zaoem Festival of Contemporary Poetry, Ghent, Belgium, April 2008.

Performances and Readings

"Game Over: The Fun and Fury of Electronic Literature", American Studies Association Off-Site Reading, Doheny Library, University of Southern California, Los Angeles, CA, 06 November 2014.

Sumarr Reading Series, Los Angeles, CA, 28 July 2013.

"E-Lit Under the Stars", Institute for Multimedia Literacy, University of Southern California, Los Angeles, CA, 28 February 2013.

CTIN 505 Minecraft Server, University of Southern California, Los Angeles, CA, 17 November 2011.

Association of Writers and Writing Programs Conference, Washington, DC, 2 February 2011.

Humanities Gaming Institute, University of South Carolina, Columbia, SC, 7-25 June 2010.

Co)ludere IV, Rust Belt Books, Buffalo, NY, 21 November 2008.

Grants and Financial Support

LARGE RESEARCH GRANTS (AWARDED)

Co-PI, "FW-HTF-R: Collaborative Research: Virtual Meeting Support for Enhanced Well-Being and Equity for Game Developers", National Science Foundation, Grant #2128803, SES Division. $1,599,851 total in support, with $1,188,386 to MSU and $411,465 to co-PI collaborators' institutions. PI: Rabindra Ratan (MSU). Co-PIs: Adam Liszkiewicz (MSU), Maxwell Foxman (U Oregon), David Beyea (U Wisconsin), Alex Leith (Southern Illinois U). Senior Personnel: Brian Winn (MSU), Brian Klebig (Bethany Lutheran College)

LARGE RESEARCH GRANTS (SUBMITTED)

Co-PI, "HCC: Medium: Privacy Protection Transformations in Facial Recognition and Analysis: A Contextual and Experiential Approach", National Science Foundation. $1,200,000 total support requested, 01 October 2022 proposed start date. Submitted 22 December 2022. PI: Arun Ross, Co-PIs: Prabu David, Adam Liszkiewicz, John Seberger, Hyesun Choung (MSU)

SMALL GRANTS AND HONORARIUMS

Create with VR Headset Grant for Educators, Unity Technologies, June 2022.

Travel Grant Award for Funded Fellows, University of Southern California, Fall 2015.

HASTAC Scholar Grant, University of Southern California (Prof. McPherson), Fall 2014.

HASTAC Scholar Grant, University of Southern California (Prof. McPherson), Fall 2013.

Annenberg Symposium Honorarium, Univ. of Southern California, April 2013.

Lecture Honorarium, USC Visual Studies Research Institute, February 2013.

Diploma in Innovation Grant (with Andrew Schrock and Tisha Dejmanee), USC, 2012-13.

HASTAC Scholar Grant, University of Southern California (Prof. McPherson), Fall 2012.

Summer Social Webshop, Univ. of Maryland, August 2012.

Now! Visual Culture Grant, New York University, June 2012.

Visiting Artist Honorarium, Rensselaer Polytechnic Institute, February 2012.

Visiting Artist Honorarium, Toyota Strategic Research Group, February 2012.

HASTAC Scholar Grant, University of Southern California (Prof. McPherson), Fall 2011.

Digital Humanities Initiative at Buffalo, SUNY at Buffalo, May 2011.

Humanities Gaming Institute, National Endowment for the Humanities, June 2010.

SCHOLARSHIPS AND FELLOWSHIPS

Social Justice Research Fellowship, USC Program for Environmental and Regional Equity, University of Southern California, 2013-14.

Provost's Fellowship, University of Southern California, 2011-2015.

Mary Pickford Endowed Scholarship, University of Southern California, 2011-2012.

Excellence Fellowship, Rutgers University, 2002-2004.

Presidential Merit Scholarship, Allegheny College, 1997-2001.

Frank J. Haskell Memorial Scholarship, Allegheny College, 2000-2001.

Professional Activities

Awards and Honors

Official Selection, Best of 2021: Virtual Reality (Platinum Category), Steam, December 2021.

Winner, Best Developer Award, UploadVR Awards 2020, December 2020.

Official Selection, Best of 2020: Virtual Reality (Platinum Category), Steam, December 2020.

Finalists, "Best VR of 2019 Awards" ('Developer of the Year' and 'Best Ongoing Support' Categories), UploadVR Awards 2019, December 2019.

Official Selection, Best of 2019: Virtual Reality (Platinum Category), Steam, December 2019.

Official Selection, Best of 2018: Virtual Reality (Platinum Category), Steam, December 2018.

Official Selection, Best of 2018 (So Far): Virtual Reality (Platinum Category), Steam, June 2018.

Official Selection, Best of 2017: Virtual Reality (Platinum category), Steam, December 2017.

Award for Socially Responsive Communication/Design/Art (Visual Communication Practice: Web/Interactive Category), Memefest 2014, Swinburne University of Technology, Melbourne, Australia, November 2014.

Runner-Up, 2013 Unity3D Awards (Technical Excellence), Unity3D Technologies, August 2013.

Official Selection, Science of Fiction Contest, 5D Conference, University of Southern California, Los Angeles, CA, April 2013.

Grand Prize, Unity3D DirectX11 Competition, Unity3D Technologies, February 2013 ($10,000).

People's Choice Award (Best in Show), GameFest 2012, Rensselaer Polytechnic Institute, Troy, NY, April 2012.

&NOW Award for Innovative Writing, &NOW Books and Lake Forest College Press, April 2012.

Nominated for Sundress Publications' Best of the Net Awards by Hobart Literary Journal, October 2010.

Ranked in Top 10 Nationally for Kaplan SAT Instructors in student evaluations, 2006 and 2007.

Teacher of the Year, Kaplan, Inc. (Buffalo Center), Buffalo, NY, 2006.

Alden Scholar, Allegheny College, 1998-2001.

Residencies

Artist-in-Residence, Internet Archive, San Francisco, CA, Fall 2013.

Designer-in-Residence, Strategic Actions for a Just Economy, Los Angeles, CA, Fall 2013 to Spring 2014.

Institutes and Workshops

XR Midwest Conference Workshops (Invited Participant), University of Michigan, Ann Arbor, MI. 10 April 2021.

Idea Hackathon: "Looking at Economic Mobility Narratives" (Invited Participant), Bill and Melinda Gates Foundation, Beverly Hills, CA. 14 October 2019.

Mixed Reality (XR) Hackathon at California State University (Invited Participant), Bakersfield, CA. 27 October 2018.

ILiADS: Institute for Liberal Arts Digital Scholarship (Liaison), Occidental College, Los Angeles, CA, 10-15 June 2018.

Science of Fiction Conference: "Rilao Worldbuilding Workshops" (Invited Participant), University of Southern California, Los Angeles, CA 25 October 2014.

Annenberg Innovation Lab: "Future of Home Entertainment Workshop" (Invited Participant), University of Southern California, Los Angeles, CA, 20 November 2013.

Science of Fiction Conference Workshops (Invited Participant), University of Southern California, Los Angeles, CA, 13 April 2013.

Militant Research Workshop (Invited Participant), In Visible Crisis Conference, New York University, New York, NY, 7 February 2013.

Summer Social Webshop 2012, University of Maryland, College Park, MD, 20-24 August 2012.

Computers and Writing Conference: Graduate Research Network, University of Michigan, Ann Arbor, MI, 19 May 2011.

Humanities Gaming Institute, University of South Carolina, Columbia, SC, 7-25 June 2010.

Editorial Positions

Assistant Editor, Anti- Literary Journal, February 2008 to September 2014.

Founding Co-Editor in Chief, Emerging Language Practices, SUNY at Buffalo, Spring 2010.

Assistant Editor, Three Candles Literary Journal, May 2005 to August 2006.

Conference and Festival Organizing

Workshop Co-Chair, IEEE Conference on Conversational Data and Knowledge Engineering, Laguna Hills, CA, 5-7 February 2024.

Conference Co-Chair, Meaningful Play Conference 2022, Michigan State University, Lansing, MI. 12-14 October 2022.

Jury Committee Chair (Live Action and Virtual Reality), IndieCade: International Festival of Independent Games, Los Angeles, CA. 22-24 October 2021.

Workshop Co-Chair, IEEE Conference on Conversational Computing, Laguna Hills, CA, 09-11 December 2020.

Program Co-Chair, Content & Activity Engineering Conference, San Diego, CA 03-05 February 2020

Workshop Co-Chair, Conversational Data & Knowledge Engineering Conference, San Diego, CA, 9-11 December 2019

Program Co-Chair, IEEE International Conference on Artificial Intelligence for Industries, Laguna Hills, CA, 25-27 Sept. 2019.

Curator and Organizer, Cinémathèque Series, Occidental College, Spring 2019.

Program Co-Chair, IEEE International Conference on Artificial Intelligence & Virtual Reality, The Splendor Hotel, Taichung, Taiwan, 10-12 Dec. 2018.

Program Co-Chair, IEEE International Conference on Artificial Intelligence for Industries, Laguna Hills, CA, 26-28 Sept. 2018.

Program Co-Chair, International Conference on Artificial Intelligence & K12, University of California, Irvine, 18-20 July 2018.

Track Coordinator, "Imagining Better Futures Through Play", Allied Media Conference, Wayne State University, 20-23 June 2013.

Professional Contributions and Service

Advisory Board Member, Moorpark College: Design & Media Arts Dept., 2013 to present.

Advisory Board Member, Woodbury Univ.: Game Art & Design Dept., 2015 to present.

Advisory Board Member, Azusa Pacific Univ.: Games & Interactive Media Program, 2019 to present.

Peer Reviewer, *Digital Humanities Quarterly*, 2021 to present.

Peer Reviewer, *Games and Culture*, 2015 to present.

Peer Reviewer, *Journal of Artistic Research*, 2017 to present.

Curriculum Committee Member, Digital Humanities Program, Michigan State University, 2021-2023.

Faculty Co-Advisor, ECA E-Sports Organization, Michigan State University, 2021-2023.

Faculty Affiliate, Health Risk and Communication Center, Michigan State University, 2020-2023.

Guest Critic, Applied Computer Science Student Presentations, Woodbury Univ., 06 December 2019

Faculty Advisor, Occidental College Gaming Society, Occidental College, 2018 to 2019

Review Panelist, Campus Committee on Sexual Responsibility & Misconduct (Title IX), Occidental College, 2018 to 2019

Juror, Peabody Awards (Web and Interactive Category), 2016 to 2018.

Lead Organizer, Playthink: Games and Art Salon, University of Southern California, 2017 to 2018.

Organizer, Playthink: Games and Art Salon, University of Southern California, 2013 to 2017.

Juror, IndieCade: International Festival of Independent Games, Culver City, CA, 2013 to 2017.

Juror, Boston Festival of Independent Games, 2015.

Juror, Dare to be Digital International Competition, 2015.

Juror, 2014 ELO Conference Media Art Exhibition, Electronic Literature Organization Conference, Milwaukee, WI, January 2014.

Judge, 2013 AugRealities Google Glass Literary App Challenge, Duke University, November 2013.

Representative, Graduate Student Government, University of Southern California, 2012-2013.

Steering Committee, R-Shief Labs: OccupyData Hackathon, Fall 2011.

Steering Committee (Post-Institute Activities), Humanities Gaming Institute, 2010-2011.

Representative, College of Arts and Sciences Grievance Pool, SUNY at Buffalo, 2008-2009.

President, Department of Media Study Graduate Student Association, SUNY at Buffalo, 2007-2008.

Professional Memberships

American Studies Association, AIGA: The Professional Association For Design, Creative Writing Studies Organization, Electronic Literature Organization (ELO), Game Philosophy Network, HASTAC (Humanities, Arts, Science, and Technology Alliance and Collaboratory), HACCS (Humanities and Critical Code Studies Lab), IEEE (Institute of Electrical and Electronics Engineers), New Media Caucus, Popular Culture Association of Canada, Society for Cinema and Media Studies (SCMS)

Student Advisement and Committees

Member, Dissertation Committee (Michigan State University), Luis Graciano Velazquez, 2022.

Chair, MA Thesis Committee (Michigan State University), Nicholas Salamone, 2021-2022.

Chair, MA Thesis Committee (Michigan State University), James Quigley, 2022.

Member, MA Thesis Committee (Michigan State University), Tyler Merlino, Spring 2022.

Member, MA Thesis Committee (Michigan State University), Anne Park, Fall 2021.

Advisor, Senior Comprehensive (Occidental College), Cord Lambrecht, Fall 2018 to Spring 2019.

Advisor, Senior Comprehensive (Occidental College), Ian Lehine, Fall 2018 to Spring 2019.

Advisor, Senior Comprehensive (Occidental College), Joshua Medina, Fall 2018 to Spring 2019.

Advisor, RUST LTD. Internship, Cord Lambrecht (Occidental College), Summer 2018.

Advisor, RUST LTD. Internship, Dylan Alter (Champlain College), Summer 2018.

Advisor, Occidental College Center for Digital Liberal Arts Research Project, Cord Lambrecht, Haelan Nunn, Ian Lehine, Spring 2018.

Member, MFA Thesis Committee (Interactive Design and Game Development M.F.A. at Savannah College of Art and Design), Timothy Samoff, 2017.

Advisor, USC Directed Research, Patrick Bender, Fall 2017.

Advisor, UCLA Design Media Arts Internship, Alexander Romanovsky, Spring 2017.

Advisor, USC Senior Thesis Project, C. Brady Thomas, Spring 2017.

Miscellaneous Production Credits

Development, *République* (PC Game), 2015.

Wolf Wrangler, *M.A.R.R.A.* (Feature-length Film), 2014.

Technical Skills

Software Applications

Proficient in Adobe Creative Suite, Audacity, GIMP, LaTeX, Microsoft Office, ProBuilder, Processing, Reaper, RPG Maker MV, and Unity3D

Programming and Markup Languages

Proficient in C♯ (Unity), HTML/CSS, JavaScript/JQuery, Java (Processing), and Python

References

Available upon request.