Leo Bunyea

Independent game developer and scholar.

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Education

M.S.   Interactive Media and Game Design. Worcester Polytechnic Institute, May 2020.
Thesis: *Using Participatory Design to Reimagine Systems of Gender in Final Fantasy XIV*
Advisor: Gillian Smith and Jennifer deWinter
Concentration: Serious Games

B.A.   Interactive Media and Game Design. Worcester Polytechnic Institute, May 2019.

Publications

Refereed Conference Publications

1. Shruti Mahajan, **Leo Bunyea**, Nathan Partlan, Dylan Schout, Casper Harteveld, Camillia Matuk, Will Althoff, Tyler Duke, Steven Sutherland and Gillian Smith. Toward Automated Critique for Student-Created Interactive Narrative Projects. In *Proceedings of the Fifteenth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-19)*, Atlanta, Georgia, October 8-12, 2019.

2. Kris Boudreau, **Leo Bunyea**, David DiBiasio, Rozwell Johnson, and Zoe Reidinger. Integrating Inclusive Pedagogy and Experiential Learning to Support Student Empowerment, Activism, and Institutional Change: A Case Study with Transgender STEM Students. In *Proceedings of The Collaborative Network for Engineering and Computing Diversity (CoNECD 2019)*, Crystal City, Virginia, April 14-17, 2019.

Book Reviews

1. Leo Bunyea, "Video Games Have Always Been Queer" Review of *Video Games Have Always Been Queer*, by Bonnie Ruberg, *The American Journal of Play* (Pending).

Interviewed In

1. Jessica Messier. "Bridging Activism and Academics." *WPI News & Events*, May 2019.

In Process

1. Leo Bunyea, Jennifer deWinter. "An Analysis of Community Management: Clever Endeavor Games." For Kairos: A Journal of Rhetoric, Technology, and Pedagogy.

2. Leo Bunyea, Gillian Smith. "An Analysis of Design Decisions on Reinforcing Stereotypes in Games." For ACM Transactions on Computer-Human Interaction.

3. Leo Bunyea. "How Pac-Man Eats" Review of *How Pac-Man Eats* by Noah Wardrip-Fruin, *First Person Scholar*.

Presentations

Conference Presentations

1. Leo Bunyea. "Facilitating Player Vulnerability Through Social Game Design: A Postmortem on *Perspective Shift*." Southwest Popular/American Culture Association (SWPACA 2020), Albuquerque, New Mexico, February 19-22, 2020.

2. Leo Bunyea and Rozwell Johnson. "Integrating Inclusive Pedagogy and Experiential Learning to Support Student Empowerment, Activism, and Institutional Change: A Case Study with Transgender STEM Students." The Collaborative Network for Engineering and Computing Diversity (CoNECD 2019), Crystal City, Virginia, April 14-17, 2019.

3. Leo Bunyea. "The Complex Relationship Between Accessibility and Representation: A Postmortem on *Gotta Go*." Southwest Popular/American Culture Association (SWPACA 2019), Albuquerque, New Mexico, February 20-23, 2019.

Poster Presentations and Demonstrations

1. Leo Bunyea. Perspective Shift. Demonstration at WPI's Arts & Sciences Week Graduate Student Poster Presentations, Worcester, MA, September 20, 2019.

Invited Talks and Presentations

1. Leo Bunyea. "Activism Through Game Design", Worcester Polytechnic Institute. September 2018.

2. Leo Bunyea. "Gender is Like a Sweater", Worcester Polytechnic Institute. December 2017.

Media Projects

In Process

Leo Bunyea, Kate Olguin, & Jordan Cattelona. *Friend Sighting* [PC game]. Gungus, Wungus & Jimmy. 2018-2019.
Showcased at:
- HALLOWEEN PLAY: Boston Game Expo 2019
- Boston Festival of Indie Games (BFIG) 2019
- MassDiGI Worcester Games Pop-up 2019
- MassDiGI Game Challenge 2019
- WPI's Showfest 2019

Table-top Games

Leo Bunyea. *Perspective Shift*. 2019.
Showcased at:
- Different Games 2018

- WPI's Showfest 2017

Leo Bunyea, Scout Rubenstein, Natalie Bloniarz and Kate Olguin. *Gotta.* 2017.
  Showcased at:
  - Different Games 2018
  - Queerness in Game Convention 2018
  - Games for Change 2017
  - MassDiGI's MEGA Games Meetup 2017
  - WPI's Showfest 2017
  - RPI's GameFest 2017

Mixed-Media Projects

Leo Bunyea, Karen Royer, Varun Bhat. *Athena At Night* [Popup puzzle book]. 2019.
  Showcased at:
  - WPI AlphaFest 2019

IMGD 5300 Escape Room Team. *Containment Breach: Escape Room* [Escape Room]. 2019.

Digital Games

Leo Bunyea & Michael DeAnda. *On My Terms* [PC game]. Bound & Tucked Studios. 2019.

Leo Bunyea. *Bound* [PC game]. 2019.
  Showcased at:
  - WPI IMGD AlphaFest 2018
  - MassDiGI's Made in Mass
  - WPI's Showfest 2019
  - MassDiGI: Worcester Games Pop-up 2019

Leo Bunyea, Chloe Tibets, Aaron Kang, Melody Cheng, Tolga Sen, Xijie Guo, and Maxime Gautier. *Spell Strike* [mobile game]. MassDiGI. 2018.
  Showcased at:
  - WPI's TouchTomorrow 2018
  - Boston Festival of Indie Games 2018
  - PAX East 2019

Leo Bunyea & Kathryn Williams. *FOLLOWDIRECTIONSPIEL* [PC game]. 2017.

Honors and Awards

1. 2019 Lavender Award, Worcester Polytechnic Institute. May 2019.

2. Best Major Qualifying Project Honorable Mention, Worcester Polytechnic Institute. Interactive Media and Game Development. May 2019.

3. Interactive Media and Game Development Community Leader Award, Worcester Polytechnic Institute. Interactive Media and Game Development. May 2019. ($50)

4. Undergraduate Heldrich-Dvorak Travel Fellowship Award, Southwest Popular/American Culture Association. February 2019. ($250)

Academic and Creative Positions

2019   **Co-founder & Lead Programmer**, Bound and Tucked Studios. Worcester, MA.
- Independent game studio with a focus on developing games informed by queer narratives and experiences.
- Recently published, "On My Terms," a visual novel about sexual consent and poetry.

2019   **Research Assistant**, Worcester Polytechnic Institute. Worcester, MA.
- Helped develop automated critique system for game creation platform StudyCrafter.
- Designed "Perspective Shift," a social board game about communication and consensus building.

2018   **QA Lead, Design Lead & Programmer**, MassDiGI Summer Innovation Program. Worcester, MA.
- Won competitive internship position (<10% acceptance rate).
- Developed mobile game on a small team of six.
- Utilized rapid prototyping techniques in Unity with C#.
- Wrote and executed build verification tests and maintained bug database.

2018-2019   **Fellow**, Humanities, Arts, Science, and Technologies Alliance and Collaboratory (HASTAC). Worcester, MA.
- Participated in weekly online workshops.
- Contributed blog posts about work to intersectional, online community.

2018-2019   **Co-founder & Lead Programmer**, Gungus, Wungus & Jimmy. Worcester, MA.
- Independent game studio currently working on "Friend Sighting," a physics comedy game, for release on Steam in January 2020.

Teaching Experience

2019   **Program Coordinator & Game Design Instructor**, Ritsumeikan Summer Study Program. Worcester, MA.
- Taught alternate reality game design to seven college level Japanese exchange students in a three week-long program.
- Organized external program activities, budgets and schedules.

2017   **Teaching Assistant**, Ignite Program. Worcester, MA.
- Co-taught fifteen middle school girls introductory narrative design and coding principles through the visual novel engine Ren'Py.

2016-2019   **Student Assistant & Grader**, Worcester Polytechnic Institute. Worcester, MA.
- *IMGD 4099 Special Topics in IMGD: Game Publishing and Marketing* (1 section)
- *IMGD 2000 Social Issues in Interactive Media & Games* (1 section)
- *IMGD 2400 Writing Characters for Interactive Media & Games* (2 sections)
- *IMGD 3400 Writing Narrative for Interactive Media & Games* (2 sections)

Service

2018-2019. Arts & Sciences Student Advisory Board, Worcester Polytechnic Institute.
- Helped organize and run annual Arts & Sciences Week which advertises student's accomplishments

2018. On-site Student Coordinator, Different Games Collective.

2016-2019. Game Development Club, Worcester Polytechnic Institute.
- Mentored student groups on independent projects
- Ran workshops on development tools such as Unity, Photoshop, and Reaper
- Organized weekend long game jams
- Organized trips to local developer meetups; Boston Postmortem, Boston Unity Group, Women in Games Boston, Worcester Game Pile

2016-2017. Interactive Media and Game Design Student Steering, Worcester Polytechnic Institute.
- Volunteered for WPI IMGD booths at showcase events such as PAX East and Boston Festival of Indie Games

2016-2017. SafeZone Committee Student Representative, Worcester Polytechnic Institute.
- Created and was elected to student representative position on committee
- Spearheaded inclusivity initiatives across campus:
  - Gender neutral bathrooms, housing, and pronoun trainings
  - LGBTQ+ Resource Center proposal
  - Name declaration within administrative systems

Professional and Scholarly Networks

1. Humanities, Arts, Science, and Technologies Alliance and Collaboratory (HASTAC)

2. Southwest Popular/American Culture Association (SWPACA)

3. Massachusetts Digital Games Institute (MassDiGI)

4. Different Games Collective

5. Boston Unity Group

6. Worcester Game Pile