Curriculum Vitae

# Education History

#### M.S. Computational Media. University of California, Santa Cruz. September 2020.

Thesis title: “An Object-Focused Approach to Analog Game Adaptation”

Thesis advisor: Nathan Altice

#### B.B.A. Marketing. University of Notre Dame. May 2017.

Second major: Film, Television, and Theatre

Concentration: Television Studies

Graduated magna cum laude

Thesis title: “True Ending: Play and Replay in *999: Nine Hours, Nine Persons, Nine Doors*”

Thesis advisor: Matthew Thomas Payne

# Teaching and Mentoring Experience

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| *Lecturer*  University of California, Santa Cruz  Courses Taught:  Critical History of Digital Games (Fall 2021, Winter 2022)  Game Technologies (Summer 2021)  Foundations of Video Game Design (Summer 2021)  Foundations of Play (Spring 2021)  Game Studio III (Spring 2021)  3D Game Art Production (Winter 2020)  Visual Communication and Interaction Design (Fall 2020) |  | Oct. 2020 – Present |
| *COSMOS (California State Summer School*  *for Mathematics and Science) Instructor*  University of California, Santa Cruz  One of two lead instructors for Cluster 5: Video Game Design in a month-long summer camp for high-achieving high school students. |  | July 2021 – Aug. 2021 |
| *Graduate Teaching Assistant*  University of California, Santa Cruz  Courses Taught:  Foundations of Video Game Design (Summer 2020, remote)  Game Studio III (Spring 2020, remote)  Human-Centered Design Research (Winter 2020)  Visual Communication and Interaction Design (Fall 2019) |  | Sept. 2019 – Aug. 2020 |
| *Science Internship Program Mentor*  University of California, Santa Cruz  Led research team of four high school students in designing and developing a mixed reality escape room using Unity VR. |  | June 2019 – Aug. 2019 |
| *Lead Coding Instructor*  South Bend Code School  Designed and taught curriculum for game design and development in Unity. Created and ran educational live action escape room for reviewing programming concepts. |  | June 2017 – June 2018 |

# Journal Publications (refereed)

“A Descriptive Schema for Escape Games.” [Special Issue] *Well Played: A Journal on Video Games, Value, and Meaning* (2021), pp. 5-28.

# Professional Conferences (refereed)

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| “There Will Be More Rooms Added in the Future.” Southwest Popular/American Culture Association Conference. Albuquerque, NM. February 2022.  “From Boards and Chits to Circuit Boards and Bits.” GENeration Analog: Tabletop Games and Education Conference. Online. August 2021. (Abstract accepted.)  Chair of “Games Studies, Culture, Play and Practice 9” panel. Southwest Popular/American Culture Association Conference. Albuquerque, NM. Online. 26 February 2021.  “Designing Analog Games in the Remote Classroom.” Presented at Southwest Popular/American Culture Association Conference. Albuquerque, NM. Online. 26 February 2021. (Abstract accepted.)  “Waist-deep in the Digital: Board Game Adaptations.” Presented at Southwest Popular/American Culture Association Conference. Albuquerque, NM. 20 February 2020. (Abstract accepted.) |  |  |
| “Somebody’s Gotta Read the Rulebook (And It’s Always Me): Scaffolding in Analog Games.” Presented at Southwest Popular/American Culture Association Conference. Albuquerque, NM. 21 February 2019. (Abstract accepted.) |  |  |
| “‘Hand it over! There’s no time!’: Temporality, Physicality, and Collaboration in Escape Game Design.” Presented at Southwest Popular/American Culture Association Conference. Albuquerque, NM. 23 February 2018. (Abstract accepted.) |  |  |
| “Splitting the Chimera: Narrative and Gameplay in *999*.” Presented at Southwest Popular/American Culture Association Conference. Albuquerque, NM. 24 February 2017. (Abstract accepted.) |  |  |