Max Kreminski

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EDUCATION

PhD in Computational Media, *University of California, Santa Cruz*   SEP 2017-PRESENT
- Supervisors: Noah Wardrip-Fruin & Michael Mateas

BA in Interactive Entertainment, *University of Southern California*   AUG 2013-MAY 2017
- Minor: Game User Research

WORK EXPERIENCE

Graduate Student Researcher, *UCSC Expressive Intelligence Studio*   SEP 2017-PRESENT
- Helped develop the StoryAssembler procedural narrative AI system & related authoring tools
- Authored procedural narrative content for *Emma's Journey*, a work-in-progress experimental narrative game based on the StoryAssembler system

Undergraduate Research Associate, *USC Mobile & Environmental Media Lab*   AUG 2016-AUG 2017
- Used Unity & SteamVR to design & develop prototypes of volumetric design tools for VR & AR systems

Junior User Researcher, *User Behavioristics*   SEP 2015–AUG 2017
- Co-created the VR PLAY player experience guidelines for VR games & experiences
- Conducted user research and analyzed user behavior in various mobile & VR games & apps
- Worked with clients including King.com and Flipboard

Undergraduate Research Associate, *USC Game Innovation Lab*   SUMMER 2016
- Analyzed quantitative data to provide insights on player behavior in *Mission: Admission*, an educational game

User Research Lead, *team ok games*   AUG 2015–MAY 2016
- Directed user research for *Chambara*: an IGF-nominated, commercially published competitive multiplayer stealth-action game

PUBLICATIONS

Kreminski, M. & Wardrip-Fruin, N. (2018). *Gardening games: an alternative philosophy of PCG in games.* FDG Workshop: Procedural Content Generation in Games (forthcoming August 2018).

McVeigh-Schultz, J., **Kreminski, M.**, Prasad, K., Hoberman, P., & Fisher, S.S. (2018). *Immersive design fiction: using VR to prototype speculative interfaces and interaction rituals within a virtual storyworld.* Conference on Designing Interactive Systems.

Desurvire, H. & **Kreminski, M.** (2018). *Are game design and user research guidelines specific to virtual reality effective in creating a more optimal player experience? Yes: VR PLAY.* International Conference on Human-Computer Interaction (forthcoming July 2018).

OTHER PROJECTS

Epitaph (mkremins.itch.io/epitaph)
- Browser-based procedural narrative idlegame about the Fermi paradox

Starfreighter (mkremins.itch.io/starfreighter)
- Prototype browser-based procedural narrative game set in a completely procedurally generated universe

Blackout poetry generator (mkremins.github.io/blackout)
- Browser bookmarklet that turns webpages into procedurally generated blackout poetry

Affording Play (mkremins.github.io)
- Writing on computational creativity, AI, HCI, procgen, game design, and other topics

TECHNICAL SKILLS

Clojure(Script), JavaScript, HTML, CSS, C#, Unity, Python, Java, Git, Unix CLI, Perforce