



CURRICULUM VITAE

NAME

Juno A. Morrow

DATE 2022/03/01

CURRENT TITLE

Assistant Professor of Game Design (tenured)

DEPARTMENT

Humanities

I. HIGHER EDUCATION

A. DEGREES

Institution	Dates Attended	Degree & Major	Date Conferred
Parsons School of Design at The New School	2013-2015	Master of Fine Arts, Design and Technology	2015
University of Houston	2004-2009	Bachelor of Arts, Communication-Media Production	2009

B. ADDITIONAL HIGHER EDUCATION and/or EDUCATION IN PROGRESS

Institution	Dates	Degree or Certificate & Major	(Expected) Date Conferred
New York University	2019	Interactive Telecommunications Program Camp	N/A

II. EXPERIENCE

A. TEACHING EXPERIENCE

Institution	Department	Rank	Dates
CUNY—Eugenio María de Hostos Community College	Humanities	Assistant Professor	2015-Present
Parsons School of Design	Art, Media & Technology	Part-time Lecturer	2015

Parsons School of Design	Art, Media & Technology	Teaching Fellow	2014
Parsons School of Design	Art, Media & Technology	Teaching Assistant	2014

B. OTHER EXPERIENCE

Institution	Department	Rank or title role	Dates
(Independent/Freelance)	N/A	Photographer/Designer	2009-Present
Try The World	N/A	Front-End Web Developer	2015
Parsons School of Design	gadgITERATION	Graduate Research Assistant	2014-2015
Reed Elsevier	Universal Access	Research Coordinator	2012-2013
HASH magazine	Photography	Staff Photographer	2012-2013
HRP/CoxReps	Research	Research Analyst	2011-2012
University of Houston	Information Technology Support Center	Help Desk Assistant	2007-2009
University of Houston	<i>The Daily Cougar</i>	Photographer	2005-2006

III. ACADEMIC AND PROFESSIONAL HONORS

Honor or Award	Granting Institution	Date
Pixelles Ensemble Game Developers Conference Scholarship	Pixelles	2020 (postponed due to COVID19)
Amplifying New Voices Awardee	Game Developers Conference / Academy of Interactive Arts & Sciences	2019
Faculty Fellowship Publication Program	CUNY	2018-2019
Dean's Merit Scholarship	Parsons School of Design	2014-2015
University Merit Scholarship	Parsons School of Design	2013-2015
Code Teaching Fellowship	Parsons School of Design	2014

China-US Young Maker Competition Finalist, Delegate at the Great Hall of the People	The Ministry of Education of the People's Republic of China	2014
Dwell World Views Runner-up	<i>Dwell</i> magazine	2011

IV. PUBLICATIONS/CREATIVE WORKS

A. REFEREED PUBLICATIONS/CREATIVE WORKS, PERFORMED OR EXHIBITED (Peer-reviewed works)

Note: Exhibitions listed as refereed generally include those that underwent a formal selection process with a known curator, juror or equivalent and/or a formal submission and selective evaluation process based upon content.

Publication Title (* indicate student co-authors)	Publisher/Venue	Type	Date
"LOL: The Role of Humour in Aesthetics and Knowledge" (exhibition) (showing <i>Mastering Tedium</i> and <i>Folly</i>)	Kongress der Deutschen Gesellschaft für Ästhetik (DGÄ) Zurich, Switzerland	Group art exhibition	2021
"Student and Faculty Perspectives on Student Evaluation of Teaching: A Cross-Sectional Study at a Community College"	<i>HETS Online Journal</i> Vol. XI (Hispanic Educational Technology Services)	Peer-reviewed article (co-authored)	2020
"The Body is a Horror"	ABC No Rio/Bullet Space/292 Gallery New York, NY	Group art exhibition	2020
"Purposely Frivolous" (showing <i>Mastering Tedium</i>)	DIZZY SPELL / Buntport Theater Denver, CO	Group art game exhibition	2019
<i>Name and None Issue #3</i>	<i>Name and None</i>	Featured Artist	2019
"Gender Unbound Art Fest 2019"	Blue Genie Art Bazaar Austin, TX	Group art exhibition	2019
SAAM Arcade (showing <i>Conspiracy Theories About Myself</i> as part of the Indie Developer Showcase)	Smithsonian American Art Museum Washington, DC	Game exhibition/event	2019
Alt.Control Showcase (showing <i>Circumnavigators</i>)	Secret Project Robot Brooklyn, NY	Game exhibition/event	2019
MAGFest Arcade (showing <i>Circumnavigators</i>)	Music And Gaming Festival 2019 National Harbor, MD	Game festival exhibition	2019

DBA Arcade Presents: Alt.Ctrl Showcase (showing <i>Circumnavigators</i>)	Caveat New York, NY	Game exhibition/event	2018
<i>The Woven Tale Press</i> vol. VI #7	Woven Tale Press LLC	Featured artist	2018
"Travelers"	Blank Wall Gallery Athens, Greece	Group art exhibition	2018
Ova the Rainbow : DreamBoxXx (showing <i>Conspiracy Theories About Myself</i> and <i>ORBTOWN</i>)	The Dreamhouse Queens, NY	Game exhibition	2018
"Portraits"	Blank Wall Gallery Athens, Greece	Group art exhibition	2018
"Earth Speaks"	ARTSPACE Gallery Stroudsburg, PA	Group art exhibition	2018
"Unique Viewpoint"	Fredericksburg Center for the Creative Arts Fredericksburg, VA	Group art exhibition	2018
"Designing Multiplicity"	Parsons School of Design New York, NY	Thesis exhibition	2015

B. OTHER PUBLICATIONS/ CREATIVE WORKS, PERFORMED OR EXHIBITED
(Non-peer-reviewed works)

Note: Exhibitions listed under the other (non-refereed) category generally include those with an opaque selection process, informal invitations and/or those in which the selection process was limited primarily based upon practical considerations, such as space.

Title	Publisher/Venue	Type	Date
Snackpack Showcase Vol. 3 (showing <i>Pruuds vs. Sloots</i>)	Death by Audio Arcade/Wonderville Brooklyn, NY	Game exhibition	2022
On The Verge (showing <i>Circumnavigators</i>)	The Verge/Spring Studios New York, NY	Party event	2021
<i>Marginalia</i>	CLASH Books	Published book (memoir)	2020
RENDER: Good Game (showing <i>Circumnavigators</i>)	Betaworks New York, NY	Game exhibition/event	2019
Moss Party's Summer Share and Tell (showing <i>Pruuds vs. Sloots</i>)	Moss Party/Rosalia's Cafe Brooklyn, NY	Game event	2019

SAAM Arcade (showing ORBTOWN and <i>Circumnavigators</i> as part of Death By Audio Arcade's collection)	Smithsonian American Art Museum Washington, DC	Game exhibition/event	2019
The RS-Xcade: An Indie Arcade + Sneaker Party (showing <i>Circumnavigators</i>)	Lightbox New York, NY	Party event	2019
<i>Pinkwashed Issue #7: Pink Portfolio</i>	<i>Pinkwashed</i> zine	Featured artist	2019
Playcrafting Spring Play Expo (showing <i>Pruuds vs. Sloots</i>)	Playcrafting/Microsoft New York, NY	Game expo	2019
Wonderville Fundraiser (showing <i>Circumnavigators</i>)	Elsewhere Loft Brooklyn, NY	Game exhibition/ fundraiser event	2019
HEX90: A queer hacker salon featuring the DreamboxXx cabinet (showing <i>Conspiracy Theories About Myself</i> and ORBTOWN)	The Footlight Ridgewood, NY	Game exhibition/event	2019
Recess IRL Popup Death By Audio Arcade Tournament (showing <i>Conspiracy Theories About Myself</i> and ORBTOWN)	Recess IRL New York, NY	Game exhibition/event	2019
<i>ENBY Magazine Issue #3</i>	<i>ENBY Magazine</i>	Featured artist	2018
Playcrafting Halloween Expo 2018 (showing <i>Blood Broker</i>)	Playcrafting/Microsoft New York, NY	Game expo	2018
<i>Average Art 19</i> <i>Average Art 20</i>	<i>Average Art</i> magazine	Featured artist	2018
Playcrafting Halloween Expo 2017 (showing <i>Blood Broker</i>)	Playcrafting/Microsoft New York, NY	Game expo	2017
"People's Choice Salon Show"	Greenpoint Gallery New York, NY	Large group art exhibition	2017
Playcrafting Winter Expo (showing <i>Mastering Tedium</i>)	Playcrafting/Microsoft New York, NY	Game expo	2017
<i>The Most Massive Woman Wins</i> (as projection designer)	Hostos Repertory Theater Bronx, NY	Theatrical rendition	2017
Playcrafting Halloween Expo 2016 (showing <i>Folly</i>)	Playcrafting/Microsoft New York, NY	Game expo	2016
<i>after dark</i>	Independently published	Conceptual art book	2016

NYC Media Lab Demo Expo (showing <i>Depth Perception</i>)	NYC Media Lab Summit 2015 New York, NY	Design expo	2015
2 nd Annual Parsons Gala Exhibition and Auction (showing <i>Mastering Tedium</i>)	Parsons School of Design New York, NY	Art auction/ exhibition	2015
SXSW Student Work - The New School	South by Southwest (SXSW) Austin, TX	Media expo	2015
NYC Media Lab Demo Expo (showing <i>Oral Perspectives</i>)	NYC Media Lab Summit 2014 New York, NY	Design expo	2014
<i>Subjective Ideal</i>	CreateSpace Ind. Publishing Platform (self-published)	Artist monograph	2012
<i>Dwell World Views</i>	Dwell Media LLC.	Photography collection book	2011
<i>Urban Dreamscapes</i>	Blurb (self-published)	Artist monograph	2010

VI. GRANTS AND SPONSORED PROGRAMS

Name of Grant	Funding Agency	Dollar Amount (direct costs/total)	Award Period (<u>underline</u> current awards)	Role (PI, Co-PI)
WGU-CUNY Professional Development Winter 2021 (Bringing the Classroom to the Screen: A Cohort-Based Approach to Developing Effective Practice for Interactivity and Student Engagement)	Bill and Melinda Gates Foundation	\$500	2021	Participant
The CUNY Academy Stewart Travel Awards for Assistant Professors for National & International Conferences	The CUNY Academy for the Humanities and Sciences	\$375	2019-2020 (unused due to COVID19)	PI
Capstone Initiative	Title V	Course release	2017	Participant

PSC-CUNY Research Award TradA	PSC-CUNY	\$3499.99	2016-2017	PI
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VII. CONFERENCE PRESENTATIONS AND INVITED LECTURES (Indicate invited lectures/presentations with *)

Title of Presentation/Lecture	Name and Location of Conference/Lecture	Date
*NYU Game Center Lecture Series Presents Juno Morrow (<i>The Value of Game-Making</i>)	New York University Brooklyn, NY	2022
*CLASH Books BKBF Offsite Reading	Sisters Brooklyn, NY	2021
Respectful Language in the Academic Workplace (panel)	Queensborough Community College Queens, NY	2021
*Sarah Gerard's Advanced Memoir and Narrative Nonfiction workshop (guest speaker)	Lighthouse Writers Workshop Denver, CO (virtual event)	2021
*Pride Week at the U: Gaymer Night (guest speaker)	The University of Utah Salt Lake City, UT (virtual event)	2021
"VALUING STUDENT VOICE: An Analysis of Value and Perceptions of Student Evaluations at a Community College"	Annual Conference on Teaching & Learning Assessment 2020, Drexel University Philadelphia, PA (virtual event)	2020
*"Born to Be Public: Greg Mania in Conversation with Juno Morrow"	Garden District Bookshop New Orleans, LA (virtual event)	2020
*"Pride Panel" (panel)	EGD Collective Discord (virtual event)	2020
*"Juno Morrow 'Marginalia' Pride Month Book Event" (reading)	East End Books Ptown Provincetown, MA (virtual event)	2020
"Spinning Queer Trauma"	Queerness and Games Conference (QGCon) Montreal, QC, Canada	2020 (canceled due to COVID19)
*"CS and Art & Design" (panel)	Bit by Bit Conference New York, NY	2019
*Developing Conspiracy Theories About Myself	UnityNYC July Meeting New York, NY	2018

"Games for Engagement"	Bronx EdTech Showcase Bronx, NY	2018
"Learning from Alternative Design Practices"	CUNY Games Conference 4.0 New York, NY	2018
"Games for Engagement"	CUNY Games Conference 4.0 New York, NY	2018
"What Public Option? Voicing the Struggles of Marginalized Student Populations"	Game Developers Conference San Francisco, CA	2018
"Hack the Dinos" (Foss'l)	American Museum of Natural History New York, NY	2015
*"Depth Perception"	Design and Technology Symposium— Impression, Parsons School of Design New York, NY	2015
*"VR101 with the Oculus Rift"	Dorkshop at Parsons New York, NY	2015
*"Digital Pathologies of the Metaverse"	NUMA Paris Paris, France	2014
"Photo Editing Workflow in Lightroom and Photoshop"*	Dorkshop at Parsons New York, NY	2014

VIII. SERVICE

A. COLLEGE SERVICE (COLLEGE-WIDE/INTERDEPARTMENTAL)

Name of Committee or Project	Type of Service	Role (i.e. Chair)	Dates
Game Design Club	Club advising	Secondary Advisor	2022-Present
College-Wide Senate	Shared governance	Senator (at-large)	2021-Present
Lavender Across the Curriculum and Education (LACE)	Event-planning group	Member	2021-Present
Educational Technology Leadership Council	Committee	Member	2017-Present
Creative Work Support Group	Faculty support group	Chair	2016-Present

Student Leadership Academy Advisory Council	Advisory council	Member	2015-Present
CTL Teaching Tidbits	Livestreamed interview	Guest	2021
Veladas Hostosianas - Book Presentation of <i>Marginalia</i>	Event	Presenter	2020
Instructional Evaluations Committee	Senate committee	Member	2016-2020
Online Learning Initiative (Summer 2020)	Faculty mentorship and advisement	Instructional Design Consultant	2020
Game Design Club	Club advising	Advisor (2015-2019), Secondary Advisor (2020)	2015-2020
Video Game Club	Club advising	Advisor	2016-2019
CTL Teaching Tidbits - "Novel Strategies for Classroom Engagement"	Video series interview	Guest	2019
Spa Day – Event Jam	Event	Activity designer/facilitator	2019
CTL Spa Day Planning Committee	(Auxiliary) Committee	Member	2019
Mathematics Day @ Hostos - “Voices from the Faculty: Personal Story and Mathematics”	Event	Panel member	2019
Mathematics Day @ Hostos logo and materials redesign	Design work	Designer	2019
Kahoot at EdTech Innovation Celebration	Event	Presenter	2018
“Twine in the Classroom” at EdTech Innovation Celebration	Event	Presenter	2017
Phi Theta Kappa Induction Ceremony	Event	Sole organizer	2016
Phi Theta Kappa	Honors organization	Chapter Organizer	2015-2016

B. COLLEGE SERVICE (DEPARTMENTAL)

Name of Committee or Project	Type of Service	Role (i.e. Chair)	Dates
Game Design Program	Program coordination	Program coordinator (Program Manager)	2020-Present

Game Design Program Gender Diversity Campaign	Program development	Coordinator/designer	2020-Present
Humanities Department Curriculum Committee	Committee	Member	2019-Present
Humanities Department Personnel & Budget Committee	Committee	Member	2019-Present
Media Design Unit Coordinator* *Responsibilities shared with Prof. Andy London 2018-2020	Unit coordination	Unit Coordinator	2018-Present
Hostos Arcade Student Showcase	Event	Coordinator	2017-Present
Game Design Program Survey	Program development	Sole organizer (2017-2019), Co-organizer (2020-Present)	2017-Present
Media Design Programs Strategic Committee	Committee	Member	2015-Present
WI Certification for GD108 Narrative & Writing for Games (developed in collaboration with Prof. Sevan Mujukian)	Curriculum development	Co-developer/presenter	2021
Hostos Game Design website (external) and Media Design Programs Web Editor (Hostos site)	Program development	Web developer	2021
Online Learning Initiative certification for GD201, GD205, GD210	Curriculum development	Developer	2020
Course revisions for GD105, GD205 (developed in collaboration with Prof. Marcelo Viana Neto)	Curriculum development	Co-developer/presenter	2020
Program revisions for AAS Game Design (developed in collaboration with Prof. Marcelo Viana Neto)	Curriculum/program development	Developer/presenter	2020
New course: GD108 Narrative & Writing for Games (assisted Prof. Marcelo Viana Neto)	Curriculum development	Co-developer	2020
New course: GD290 Special Topics in Game Art & Design (assisted Prof. Marcelo Viana Neto)	Curriculum development	Co-developer	2020

New course: GD111 History of Games and Play (developed with Profs. Misha Favorov and Marcelo Viana Neto)	Curriculum development	Co-developer/presenter	2020
Spring Scramble Game Design Competition	Event	Sole organizer	2016-2019 (2016, 2017, 2018, 2019, 2020 canceled due to COVID19)
New course: JPN102 Elementary Japanese II (presented by Prof. Humberto Ballesteros)	Curriculum development	Developer	2019
New course: JPN101 Elementary Japanese I (presented by Prof. Humberto Ballesteros)	Curriculum development	Developer	2019
Media Design Unit Academic Program Review (AAS Digital Music, AAS Game Design, AAS Digital Design & Animation)	Program assessment	Co-coordinator/co-developer	2018-2019
Hostos GDC: Game Industry Panel	Event	Coordinator/facilitator	2019
Bitsy Bench Workshop	Event	Coordinator/facilitator	2019
Search committee for Assistant Professor of Game Design	Search committee	Chair	2019-2020
Search committee for Lecturer of Theatre	Search committee	Member	2019
Mythologies in Play Workshop	Event	Coordinator/facilitator	2019
New course: GD110 Visual Design for Games	Curriculum/program development	Developer/presenter	2019
Course revisions for GD201, GD210, DD107, DD108, DD111, DD201, DD207, DD305, DM201, DM202, DM205, DM206 (developed in collaboration with Profs. Andrew London, Simona Prives and Joseph Carvalho)	Curriculum/program development	Co-developer/presenter	2019
Program revisions for AAS Game Design	Curriculum/program development	Developer/presenter	2019

Program revisions AAS Digital Music, AAS Digital Design & Animation (developed in collaboration with Profs. Joseph Carvalho, Simona Prives and Andrew London)	Curriculum/program development	Co-developer/presenter	2019
Media Design Student Handbook, Media Design Faculty Handbook	Program development	Creator/developer	2019
DUMD Arcade	Event	Organizer	2018
Course revisions for GD102, GD105 and GD201	Curriculum/program development	Developer/presenter	2018
Search committee for Assistant Professor of Media Design	Search committee	Member	2018
Search committee for Assistant Professor of Game Design	Search committee	Member	2018
Media Design Lecture Series: Jessie Contour	Event	Coordinator	2018
Course revisions for GD201, GD205	Curriculum/program development	Developer/presenter	2017
Search committee for Assistant Professor of Digital Design	Search committee	Chair	2016-2017
Media Design Programs' All Majors Meeting	Event	Coordinator	2016
"Transforming Distance" for Hostos Tertulia Series	Event	Presenter	2016
Game Design Math Awareness Campaign	Program development	Coordinator/designer	2016

C. UNIVERSITY SERVICE

Name of Committee or Project	Type of Service	Role (i.e. Member)	Dates
CUNY Baccalaureate for Unique and Interdisciplinary Studies	Advising	Faculty advisor	2022-Present
CCNY Game Design BFA creation committee	Committee	Member	2022-Present
CUNY Media, Arts and Technology Discipline Council	Committee	Member	2017-Present
8 th Annual CUNY Film Festival	Annual festival	Juror	2016

D. COMMUNITY SERVICE: Include public service to the NYC community beyond the campus (e.g. mentoring of local high school students) and service to the community of your discipline (e.g. journal reviewing/editing, conference organizing)

Name of Organization or Project	Type of Service	Role	Dates
Westchester Community College ITECH Advisory Board	Degree advisory board	Board member	2022-Present
International Choice Awards Network (ICAN) for the Game Developers Choice Awards	Annual festival	Judge	2018-Present
Ohio Arts Council Individual Excellence Awards	Grant awards committee	Panelist for Media Arts	2020
Sylvia Rivera Law Project	Volunteer	Volunteer assistant, participating artist for Small Works for Big Change	2017-2020
2020 UCSC Games Showcase Judge	Annual festival	Judge and critic	2020
Industrial Workers of the World NYC GMB	Volunteer	Graphic designer	2016-2019
Parsons School of Design MFA Design & Technology Thesis Review	Thesis critique	Guest critic	2018
Metropolitan Anarchist Coordinating Council	Volunteer	Graphic designer	2016-2018
Urban Assembly Maker Academy Career Fest	Volunteer	Career advisor	2017
Global Game Jam	Event	Sole site organizer, designer	2016, 2017
Design and Technology Job Forum	Event	Panelist	2016

IX. MEMBERSHIP IN PROFESSIONAL SOCIETIES

Name of Professional Organization	Membership Role (i.e. Board)	Dates
Women in Games International (WiGI)	Member	2019-Present
Higher Education Video Game Alliance (HEVGA)	Member	2016-Present

Interaction Design Association (IxDA)	Member	2015-Present
International Game Developers Association (IGDA)	Member	2015-2020

X. OTHER NOTABLE ACCOMPLISHMENTS

A. Online Press/Publicity

Title	Source	Type	Date
Marginalia is a Queer Memoir from an Independent Game Designer	<i>Lambda Literary</i> , Alexander Carrigan	Book Review	2020
Book Review: Marginalia by Juno Morrow	<i>The Big Smoke</i> , Joseph Edwin Haeger	Book Review	2020
Art Briefs for June 18 through June 24	<i>The Provincetown Independent</i>	Article	2020
Juno Morrow channels alienation in 'Marginalia'	<i>Provincetown Banner</i> , Susan Blood	Newspaper Interview	2020
"Artfully Bound"	<i>A Tired Heroine</i> , Uzomah Ugwu	Interview	2020
"Some Developers Are Using Video Games To Inspire Empathy But It's Just A Start"	<i>National Public Radio News (NPR)</i> , Mayowa Aina	Radio Interview	2019
"Smithsonian American Art Museum's Annual Video Game Festival 'SAAM Arcade' Builds Community by Breaking Down Barriers"	<i>Smithsonian</i>	News Release	2019
"This DC event is showcasing diversity in gaming"	<i>Technical.ly</i> , Michaela Althouse	Article	2019
"SAAM Arcade 2019: Art, Video Games, and Empathy"	<i>Eye Level</i> , Kayleigh Bryant-Greenwell	Article	2019
"Blood Broker Review: Mass Human Sacrifice should not be this fun!"	<i>Indie Focused Game News</i> , July Vachev	Game Review	2019
N/A	<i>NOICE Magazine</i>	Instagram Feature	2019
"Art Spotlight: Juno Morrow"	<i>The Woven Tale Press</i>	Article	2018
"The DreamboxXx Bundle is a collection of nontraditional, queer arcade games available now on itch.io"	<i>Kotaku</i> , Cameron Kunzelman	Snippet	2018

"LGBTQ Arcade Game Bundle Celebrates Pride, Supports Non-Profits"	JSTATIONX, Jasmine Henry	Article	2018
"Step Inside The Dreamhouse, Where DIY Arcade Games Meet Queer Culture"	Gothamist, Oriana Leckert	Article	2018
"Ayuda a personas LGBTQ e inmigrantes con The DreamboxXx Bundle"	Gaymer.es, Mikel Calvo	Article	2018
"The DreamboxXx Bundle supports LGBTQ+ and Immigration non-profits"	Rock, Paper, Shotgun, Brock Wilbur	Article	2018
"Tired of Mario World? Enter the Queer Matrixxx With Some LGBTQ Video Game Designers"	Bedford and Bowery (New York magazine), Daniel Maurer	Article	2018
"Transgender and Gender Diverse game developers and their games"	Checkpoint Gaming, Sav Ferguson	Interview	2018
"[Vinesauce] Vinny - Gettin' Weird With It (part 32)"	Vinesauce: The Full Sauce/YouTube (57,135 views as of 2020/09)	Let's Play Video ¹	2017
"Oral Perspectives - TEETH ASMR - Let's Play"	Change Arcade/YouTube	Let's Play Video	2017
"Oral Perspective: I Don't Have Any Words.."	Last Crusade Gaming/YouTube	Let's Play Video	2016
"THROUGH THE EYES OF TEETH! Oral Perspectives"	Mikey Riot Gaming/YouTube	Let's Play Video	2016
"BANANA HOLE Oral Perspectives (Mouth Simulator)"	The Fabulous Crusty/YouTube	Let's Play Video	2016
"CHEW THE GLORY HOLE BANANA - Random Games"	Matt Shea/YouTube (659,408 views as of 2020/09)	Let's Play Video	2016
"MOUTH SIMULATOR"	RadiCarl/YouTube	Let's Play Video	2016
"Hack the Dinos' Helps Paleontologists"	The New York Times, Kenneth Chang	Article	2016
"Previewing NYC Media Lab's Annual Summit Demo Session"	Justin Hendrix/Medium	Article	2015

¹ "A Let's Play is a YouTube video showing a screen captured video of a gaming session wherein the player provides commentary over what is happening."

“Oral Perspectives Lets You Walk a Day in a Mouth in Virtual Reality”	<i>Kill Screen</i> , Jamin Warren	Feature Article	2014
“urban dreamscapes”	<i>For the Love of Brooklyn</i> , Jill Stein	Blog Feature	2012
“Wednesday Night Photo Post: Other Houston Photographers - Night Shots with Sabotai”	<i>Neon Poisoning</i>	Blog Feature	2009
“New Yorkers”	URBANPHOTO	Blog Feature	2009

B. Games

Title	Collaboration	Status	Date
Pruuds vs. Sloots	Collaboration with Studio Catgut (Gabriel Lee)	In-Development	2019
Blood Broker	Solo	In-Development	2019
Circumnavigators	Collaboration with Andy Wallace	Released	2018
Conspiracy Theories About Myself	Solo, with original music by Visager (Josie Brechner)	Released	2018
ORBTOWN	Collaboration with Josie Brechner	Released	2018
Folly	Solo	Released	2016
Oral Perspectives	Solo	Released	2014
Mastering Tedium	Solo	Released	2014

C. Other Significant Creative Works

Title	Type	Date
Marginalia	Memoir published by CLASH Books	2020
<i>The Most Massive Woman Wins</i> Hostos Repertory Theater Bronx, NY	Theatrical rendition (as projection designer)	2017
after dark	Self-published book as concept art piece	2016
Depth Perception	New media art installation (thesis project)	2015

<i>Intershop Automat</i>	Critical design work	2015
<i>Medium</i>	New media artwork	2014
<i>Imposed Structure</i>	New media artwork	2014
<i>Spatial Distortions</i>	New media artwork	2014
<i>Digital Embodiment</i>	New media artwork	2013
<i>Subjective Ideal</i>	Self-published book of photography	2012
<i>Urban Dreamscapes</i>	Self-published book of photography	2010

DATE SUBMITTED

2022.03.01