



CURRICULUM VITAE

NAME

Juno A. Morrow

EFFECTIVE DATE

2019.10.15

CURRENT TITLE

Assistant Professor of Game Design

DEPARTMENT

Humanities

I. HIGHER EDUCATION

A. DEGREES

Institution	Dates Attended	Degree & Major	Date Conferred
Parsons School of Design at The New School	2013-2015	MFA Design and Technology	2015
University of Houston	2004-2009	BA 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

III. ACADEMIC AND PROFESSIONAL HONORS

Honor or Award	Granting Institution	Date
Amplifying New Voices Awardee	Game Developers Conference / Academy of Interactive Arts & Sciences	2019
Faculty Fellowship Publication Program Fellow	CUNY	2018-2019
University Merit, Dean's Merit Scholarships	Parsons School of Design	2013-2015
Code Teaching Fellow	Parsons School of Design	2014
China-US Young Maker Competition Finalist	The Ministry of Education of the People's Republic of China	2014
Dwell World Views Runner-up	Dwell magazine	2011

IV. PUBLICATIONS/CREATIVE WORKS

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

Publication Title (* indicate student co-authors)	Publisher/Venue	Type	Date
"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 ORBTOWN)	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)

Title	Publisher/Venue	Type	Date
<i>Name and None Issue #3</i>	<i>Name and None</i>	Featured Artist	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>	Hostos Repertory Theater Bronx, NY	Theatrical rendition (as projection designer)	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

V. UNPUBLISHED WORK (Supported by evidence, including unpublished PhD or Master's Thesis)

A. WORKS ACCEPTED FOR PUBLICATION/EXHIBITION/PRODUCTION

Title	Publisher/Venue	Date of Acceptance
<i>Marginalia</i>	CLASH Books	2019

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)
PSC-CUNY Research Award TradA	PSC-CUNY	\$3499.99	7/2016 – 6/2017	PI

VII. CONFERENCE PRESENTATIONS AND INVITED LECTURES (Indicate invited lectures/presentations with *)

Title of Presentation/Lecture	Name and Location of Conference/Lecture	Date
"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

Name of Committee or Project	Type of Service	Role (i.e. Chair)	Dates
Humanities Department Curriculum Committee	Committee	Member	2019- Present

Humanities Department Personnel & Budget Committee	Committee	Member	2019-Present
Media Design Unit Coordinator (with Prof. London)	Unit coordination	Unit Coordinator	2018-Present
Creative Work Support Group	Faculty support organization	Creator/Chair	2016-Present
Educational Technology Leadership Council	College-wide committee	Member	2017-Present
Game Design Program Survey	Program development	Sole organizer	2017-Present (2017, 2018, 2019)
Spring Scramble Game Design Competition	Event	Sole organizer	2016-Present (2016, 2017, 2018, 2019)
Instructional Evaluations Committee	College-wide committee	Member	2016-Present
Game Design Club	Club advising	Advisor	2015-Present
Student Leadership Academic Advisory Council	Advising	Member	2015-Present
Media Design Programs Strategic Committee	Committee	Member	2015-Present
Bitsy Bench Workshop	Event	Coordinator/facilitator	2019
Video Game Club	Club advising	Advisor	2016-2019
Search committee for Assistant Professor of Game Design	Search committee	Chair	2019
Search committee for Lecturer of Theatre	Search committee	Member	2019
Spa Day – Event Jam	Event	Activity designer/facilitator	2019
CTL Spa Day Planning Committee	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	Curriculum/program development	Developer/presenter	2019
Program revisions for AAS Game Design, AAS Digital Music, AAS Digital Design & Animation (Animation and Design tracks)	Curriculum/program development	Developer/presenter	2019
Mathematics Day @ Hostos panel member (Voices from the Faculty: Personal Story and Mathematics)	Event	Panel member	2019
Mathematics Day @ Hostos logo and materials redesign	Design work	Designer	2019
Media Design Student 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 committees for Assistant Professor of Media Design and Assistant Professor of Game Design	Search committee	Member	2018
Media Design Lecture Series: Jessie Contour	Event	Coordinator	2018
Kahoot at EdTech Innovation Celebration	Event	Presenter	2018
"Twine in the Classroom" at EdTech Innovation Celebration	Event	Presenter	2017
Title V Capstone Seminar	Program	Participant	2017
Course revisions for GD201, GD205	Curriculum/program development	Developer/presenter	2017
Search Committee for Assistant Professor of Digital Design	Search committee	Chair	2016-2017
"Transforming Distance" for Hostos Tertulia Series	Event	Presenter	2016
Phi Theta Kappa Induction Ceremony	Event	Sole organizer	2016

Game Design Math Awareness Campaign	Program development	Coordinator/designer	2016
Phi Theta Kappa	Honors organization	Chapter Organizer	2015-2016

B. UNIVERSITY SERVICE

Name of Committee or Project	Type of Service	Role (i.e. Member)	Dates
CUNY Media, Arts and Technology Discipline Council	Committee	Member	2017-Present
8 th Annual CUNY Film Festival	Annual festival	Juror	2016

C. 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
International Choice Awards Network	Annual festival	Judge	2018-Present
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
Death by Audio Arcade (DBAA)	Member/Key Developer	2018-Present

Higher Education Video Game Alliance (HEVGA)	Member	2016-Present
Interaction Design Association (IXDA)	Member	2015-Present
International Game Developers Association (IGDA)	Member	2015-Present

X. OTHER NOTABLE ACCOMPLISHMENTS

A. Online Press/Publicity

Title	Source	Type	Date
"Some Developers Are Using Video Games To Inspire Empathy But It's Just A Start"	<i>National Public Radio News (NPR)</i>	Radio Interview	2019
"Smithsonian American Art Museum's Annual Video Game Festival 'SAAM Arcade' Builds Community by Breaking Down Barriers"	<i>Smithsonian</i>	New Release	2019
"This DC event is showcasing diversity in gaming"	<i>Technical.ly</i>	Article	2019
"SAAM Arcade 2019: Art, Video Games, and Empathy"	<i>Eye Level</i>	Article	2019
"Blood Broker Review: Mass Human Sacrifice should not be this fun!"	<i>Indie Focused Game News</i>	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>	Snippet	2018
"LGBTQ Arcade Game Bundle Celebrates Pride, Supports Non-Profits"	<i>JSTATIONX</i>	Article	2018
"Step Inside The Dreamhouse, Where DIY Arcade Games Meet Queer Culture"	<i>Gothamist</i>	Article	2018
"Ayuda a personas LGTBQ e inmigrantes con The DreamboxXx Bundle"	<i>Gaymer.es</i>	Article	2018

“The DreamboxXx Bundle supports LGBTQ+ and Immigration non-profits”	<i>Rock, Paper, Shotgun</i>	Article	2018
“Tired of Mario World? Enter the Queer Matrixxx With Some LGBTQ Video Game Designers”	<i>Bedford and Bowery</i> (New York magazine)	Article	2018
“Transgender and Gender Diverse game developers and their games”	<i>Checkpoint Gaming</i>	Interview	2018
“[Vinesauce] Vinny - Gettin' Weird With It (part 32)”	Vinesauce: The Full Sauce/ <i>YouTube</i> (51,131 views as of 2019/02)	Let's Play Video ¹	2017
“Oral Perspectives - TEETH ASMR - Let's Play”	Change Arcade/ <i>YouTube</i>	Let's Play Video	2017
“Oral Perspective: I Don't Have Any Words..”	Last Crusade Gaming/ <i>YouTube</i>	Let's Play Video	2016
“THROUGH THE EYES OF TEETH! Oral Perspectives”	Mikey Riot Gaming/ <i>YouTube</i>	Let's Play Video	2016
“BANANA HOLE Oral Perspectives (Mouth Simulator)”	The Fabulous Crusty/ <i>YouTube</i>	Let's Play Video	2016
“CHEW THE GLORY HOLE BANANA – Random Games”	Matt Shea/ <i>YouTube</i> (617,129 views as of 2019/02)	Let's Play Video	2016
“MOUTH SIMULATOR”	RadiCarl/ <i>YouTube</i>	Let's Play Video	2016
“‘Hack the Dinos’ Helps Paleontologists”	<i>The New York Times</i>	Article	2016
“Previewing NYC Media Lab’s Annual Summit Demo Session”	Justin Hendrix/ <i>Medium</i>	Article	2015
“Oral Perspectives Lets You Walk a Day in a Mouth in Virtual Reality”	<i>Kill Screen</i>	Feature Article	2014
“urban dreamscapes”	<i>For the Love of Brooklyn</i>	Blog Feature	2012
“Wednesday Night Photo Post: Other Houston Photographers - Night Shots with Sabotai”	<i>Neon Poisoning</i>	Blog Feature	2009
“New Yorkers”	<i>URBANPHOTO</i>	Blog Feature	2009

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.”

B. Games

Title	Collaboration	Status	Date
Pruuds vs. Sloots	Yes	In-Development	2019
Blood Broker	No	In-Development	2019
Circumnavigators	Yes	Released	2018
Conspiracy Theories About Myself	No	Released	2018
ORBTOWN	Yes	Released	2018
Folly	No	Released	2016
Oral Perspectives	No	Released	2014
Mastering Tedium	No	Released	2014

C. Other Significant Creative Works

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