Thomas Charles Welch

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EDUCATION	
M.A. University of Wisconsin–Madison Media and Cultural Studies	2018
B.A. Fordham University (magna cum laude) Communications and Media Studies Women's, Gender, and Sexuality Studies Minor in Visual Arts	2015
TEACHING AND ACADEMIC EXPERIENCE	
Teaching Assistantships UW DesignLab Instructor and Consultant University of Wisconsin–Madison	2018–Present
Introduction to Digital Media Production University of Wisconsin–Madison	2015–2018
Project Assistantships	
PodcastRE Podcasting Archive with Jeremy Morris and Eric Hoyt	2018
PodcastRE Podcasting Archive with Jeremy Morris	2017
PUBLICATIONS	
Peer-Reviewed "The Affectively Necessary Labour of Queer Mods." Game Studies, 18(3).	2018
Book Reviews Review. <i>Queer Game Studies</i> , ed. Bonnie Ruberg and Adrienne Shaw, Minneapolis: UM Press, 2017. In <i>The Velvet Light Trap</i> 82 (Fall).	2018
PRESENTATIONS OF ART AND RESEARCH	
Conference Presentations "Platforms of Identity: Understanding the Construction of the Video Game Audience Through Discursive Interface Analysis" Society for Cinema and Media Studies Annual Conference Seattle, WA	2019
"Indie Game: The Presentation—Discourses of Quality and Innovation in Independent Game Development" Film & History Madison, WI	t 2018
"10,000 Bowls of Oatmeal: How Queer Independent Games Stand Out in an Age of Technological Achievement" Media Industries London, UK	2018

"Enshrining the Preposterous: Understanding the Queer Potential Backward Glances Evanston, IL	of Mods" 2017	
Guest Lectures and Colloquia "The Ethics of Non-Fiction Media Production"	2017	
Gallery Presentations Gryb (with Kyle Keller) "Playdate" at Babycastles Gallery NYC	2015	
SERVICE Publications Playback—Editor-in-Chief	2018–Present	
Velvet Light Trap—Editor	2016–Present	
Outside Committees Peabody Awards Screening Committee: Radio/Podcasting	2018	
AWARDS AND RECOGNITION Departmental Awards Herman Award	2017	
RELEVANT WORK EXPERIENCE Software Development Intern Sprinklr	February 2016–June 2016	
Assistant Graphic Designer Tommy Hilfiger	November 2015–February 2016	
Graphic Design and Marketing Assistant Fordham Law School	January 2014–June 2015	
Talk Programming Intern SiriusXM Satellite Radio	May 2013–May 2014	
SKILLS Coding and Development HTML, CSS, and JavaScript Bootstrap Git		

Python C#

SQL/MySQL and Database Management

Software

Adobe Creative Suite (Photoshop, InDesign, Illustrator, Audition, After Effects, Premiere, Dreamweaver)
Unity, GameMaker, and Twine
Final Cut
Pro Tools, Audacity