

## EDUCATION

### **Master of Fine Arts in Interactive Art**

Lesley University

*Thesis Advisor: Deborah Davidson*

Cambridge, MA

### **Master of Arts in New Media**

The New School, Parsons

New York, NY

### **Bachelor of Arts in Computer Science**

Smith College

Northampton, MA

## ACADEMIC APPOINTMENTS

### **Clark University 2021 – Present**

Associate Professor of Interactive Media: Becker School of Design & Technology, Undergrad and Grad Studies

Interactive Media Design, Game Design, Game Programming, XR/VR/AR

Director of Interactive Media, UG

### **Awards**

E.C.A and Mary Becker Endowed Professor (Fall 2025 – Present)

Fairchild Arts & Tech Associate [Fall 2024 – Spring 2025]

Higgins Fellow [Fall 2021 – Spring 2022]

### **Becker College 2006 -- 2021**

Professor of Interactive Media: School of Design & Technology (BA); School of Graduate & Professional Studies (MFA)

Interactive Media, Game Design, Game Programming, VR/AR

Associate Professor of Interactive Media: School of Design & Technology

Game Design, Game Programming, VR/AR

Assistant Professor of Interactive Media: Design Department

Game Design, Game Programming, Game Art

## EXHIBITIONS

Summer 2025 **“Back in the Summer of ‘25” performance**

Twitch Stream, global

Summer 2025 **“Servos and Circuits” mixed media, curator**

*Curated Clark’s first HCI in the Arts juried show*

BSDT Gallery, Clark University, Worcester, MA

Spring 2025 **“Between and Betwixt” mixed media**

*As part of the Monochrome Group Show*

Aurora Gallery, Worcester, MA

Spring 2025      **“The Three Strange Sisters: Duende, Kobold, Zashiki-warashi” installation**  
CMACD Gallery, Worcester, MA

Fall 2024        **“Ghost Moth Dreams” interactive performance**  
*Author, director, and performer*  
The Michelson Theater, Worcester, MA

Fall 2024        **“Possible Futures: Visions<sup>3</sup>” installation**  
Dana Commons, Center for Gender, Race, and Area Studies, Worcester, MA

Spring 2024     **“Go Touch Laser Grass” performance**  
Twitch Stream, global

Fall 2023        **“Big, Big Bubbles” installation**  
CMACD Gallery, Worcester, MA

Fall 2023        **“Sister Dusk” installation**  
CMACD Gallery, Worcester, MA

Fall 2023        **“The Somnus Tavern & Inn” interactive performance**  
*Author, director, and performer*  
The Michelson Theater, Worcester, MA

Spring 2023     **“To Be an Algorithm Vessel” performance**  
Twitch Stream, global

Fall 2022        **“Waiting for Obols” interactive performance**  
*Author, director, and performer*  
The Michelson Theater, Worcester, MA

Summer 2022    **“Storytellers” installation**  
The White Room Gallery, Worcester, MA

Spring 2022     **“Wise Beyond My Avatar” performance series**  
Public VR space (VRChat), global

Spring 2022     **“Tenu Speaks Again” series**  
Twitch Streams, global

Fall 2021        **“Celebrating Visual Arts at Clark University”**  
Schiltkamp Gallery, Worcester, MA

Spring 2020     **“TRIOS: A Balance of Three”**  
Sprinkler Factory, Worcester, MA

Spring 2020     **“Tenu ASMR”**  
Twitch Stream, global

Fall 2020        **“Tenu Speaks”**  
Twitch Stream, global

Fall 2020       **“Solos: Decoherence”**  
Sprinkler Factory, Worcester, MA

Spring 2020     **“Into the Mystic”**  
Foster Gallery, Cambridge, MA

Fall 2019       **“Spooky \_Inter\_action at a Distance”**  
*Artist and Curator*  
Sprinkler Factory, Worcester, MA

Fall 2018       **“Through the Virtual Veil”**  
*My work as portals to the Virtual Sublime*  
Sprinkler Factory, Worcester, MA

Fall 2018       **“The Mirror Revealed”**  
*Invited by curator Deborah Davidson*  
Suffolk University Gallery, Boston, MA

Summer 2016, Spring 2016, Fall 2017, Spring 2018   Group shows at **LUCAD Gallery**  
Cambridge, MA

Fall 2016       **“They Again”**  
*As part of the International PowWow! Mural Festival: Women in Art*  
Davis Gallery, Worcester, MA

Summer 2015, Spring 2016       Annual group show  
Aurora Gallery, Worcester, MA

Summer 2015    **“The Breaking Sound”**  
Portals Gallery, Leominster, MA

2010 – present   **PAX East**  
Boston, MA

Designer, developer, and director for exhibition space, interactive engagements, and Game Studio title showcases

- “The Games Oracle” 2025 [video by Amanda Theinert, animations by Ilir Mborja & Mengliu Lu]
- “Game Weaver” 2024 [video designed and created by Amanda Theinert]
- “Come Out and Play” 2023
- “Games are Transformative” 2022 [video designed and created by Amanda Theinert]
- “The Faces of Gaming” 2020
- “Ouroboros: Past Present Future” 2019
- “Design, Disrupt, Innovate” 2018 [logo and marketing design by Amanda Theinert]
- “Future Vision” 2017
- “Call to Vision” 2016
- “Game Octathlon” 2015
- “Digital Escape” 2014
- “Infectious Interaction” 2013
- “Design Your Own Destiny” 2012
- “Gamer DNA” 2011
- “Your Adventure Starts Here” 2010

## RESEARCH & PROJECTS

### **"Voces en Realidad Virtual: Historias de Cambio" (Voices in VR: Stories of Change) Fall 2023 - 2025**

Designer, Developer

- Project in development as part of a multi-faceted, multi-member PIRE grant (\$1 million)
- Collaborative work with Clark University's IDCE and UNAM partners
- VR engagement in presenting a multitude of digital atlas elements including (and focused on) personal narratives in lived spaces, GIS and mapping data in interactive formats, immersive soundscapes, virtual interactions with citizen science technology as training, and 360 video-scapes
- Shared project work with undergraduates in Studio as an experiential case-study

### **"Sweetland Slumber Party" for Taddug Media**

**Spring 2023, Spring 2025**

Product Owner, Lead Designer, Production Manager & Technical Director

- Game Studio title developed in conjunction with my research on multi-generational, local, cooperative play to encourage bonding
- Designed for 2-4 players with three unique cooperative levels
- Crafted with easy to learn mechanics, friendly methods to interact, and a playful and bright design
- Showcased at PAX East 2023 (80k attendees) with over 80 positive, unique, feedback cards received
- Steam release Spring 2025

### **"Boehm Porcelain: A VR Case Study" for Clark SoM**

**Fall 2022 - Spring 2023**

Lead Designer, Production Manager & Technical Director

- Game Studio title focused on innovating case studies as immersive VR experiences
- Collaborative project with Clark University's School of Management
- Utilized realistic character avatars, branching dialog, held inventory system, and a unique infobyte mapping system to facilitate understanding of core Case Study points
- Recipient of an Academic Innovation Fund grant (\$7.5k)
- Panel presentation at ClarkFest Fall 2022 by undergraduate team

### **"Caligo" for Taddug Media**

**Spring 2022, Fall 2024**

Product Owner, Lead Designer, Production Manager & Technical Director

- Game Studio title developed in conjunction with my research on non-verbal communication between strangers
- Design of simplified symbol codex for effectively conveying visually complex images to unknown partner
- Network programmer for two player online game in Unity engine using Photon SDK
- Designed and developed interaction and balance phases critical to pre-production
- Showcased at PAX East 2022 (~75k attendees)

### **"Happy Tails," VR and PC platform for ASA**

**Summer 2021 - Fall 2021**

Lead Designer, Production Manager & Technical Director

- Game Studio title focused on lesson efficacy comparison between VR and PC platforms as part of an ASA grant (\$1 million)
- Design of a veterinary themed game targeted at middle school aged players that allows for a strict comparison of modality with use of consistent content
- Design Appeal: stylized cel-shaded graphics, multiple interactions with animals, Mars theme with embedded tangential storyline
- Completed for first round of testing in January 2022

**“Outer Waste VR” for Taddug Media**

Fall 2020 - Spring 2021

Product Owner, Lead Designer, Production Manager &amp; Technical Director

- Game Studio title in Virtual Reality developed in conjunction with my research on manual interaction, room-scale movement, and multi-player interaction
- Focus on two-player competitive to cooperative modes -- allowing for user choice along a spectrum rather than distinct indicators or repercussions
- Accepted to juried showcase at Pax East 2021
- Release Summer of 2021

**“Printing Pals” for Wilson Language Training & Becker College**

Summer 2020

Design Mentor, Production Manager, Internship Director

- Summer Internship with Partner organization Wilson Language to create prototype tablet game as supplement to proprietary early education printing curriculum
- Authored design briefs and final presentation which was delivered by the intern team
- Selected and lead a team of five paid [by Wilson] interns from programming, art, and design disciplines
- Worked remotely with team and managed version control, collaboration, and virtual meetings
- Final prototype was presented to partner organization to extremely positive reception

**“Anchorage” for Accipiter Labs**

Winter 2019 - Spring 2020

Product Owner, Lead Designer, Production Manager &amp; Technical Director

- Title I put into Game Studio focusing on the use of Virtual Reality to produce an engaging, movement focused, 3D puzzle game with a visual narrative component
- Designed around story progression based on room-scale interaction and diegetic interface
- Showcased at Pax East 2020
- Released Summer of 2020

**“Higgins’ Mysteries” with Worcester Art Museum**

Fall 2019 - Fall 2020

Developer, AR Specialist

- Working with the WAM to create 3D scans [utilizing portable 3D scanner and photogrammetry] of five core pieces from the Higgins’ arms collection
- Designed and developed an AR application [tablet platform] for an interactive display to be housed at the former Higgins’ mansion, now the Barrett Campus Center, at Becker College

**“VR for Pre-Service Teachers” with SUNY Geneseo**

Spring 2019 - Fall 2019

Co-Designer, Lead Developer

- Developed a simulation with Dr. Tara Pepis at SUNY Geneseo which fosters immersion through Virtual Reality to recreate some key benefits of student-teacher classroom experience
- Incorporated full room space wireless tracking, limited hand gesture control, and 3D spatial audio along with integrated UX and walk-up interaction in order to maximize immersion and empathetic response
- Used our [Dr. Pepis and my] Virtual School Sim platform for AI and interaction design framework
- Co-authored successful \$50k grant

**“Extended Reality Therapies” with MCPHS**

Winter 2018 - Fall 2019

Co-Designer, Technical Resource

- Working with a graduate team in the Physical Therapy department at Massachusetts College of Pharmacy and Health Sciences in the development of a serious game utilizing Virtual/eXtended Reality head and limb tracking as an enhancement to one on one outpatient upper-body burn therapy

- Designing and developing with PT content experts to encourage positive engagement, sense of agency, meaningful feedback, and patient/therapist communication in order to ensure completion of visits and full commitment to prescribed routines

**“Virtual Empathy and Implicit Bias” with UMass Amherst**

Fall 2018 - Summer 2019

Co-Designer, Developer

- Co-Designed with Tara Pepis, post-doc at UMass Amherst
- Worked with UMass Amherst in the development of a serious game demonstration utilizing VR modality to foster empathy for the real-world, detrimental implications of implicit bias
- Designed application in conjunction with and to be used in teacher education intervention workshops on implicit bias in the classroom and as proof of concept for further funding searches

**“AR Gettysburg”**

Fall 2018 - Spring 2019

Co-Designer, AR specialist

- Headed interdepartmental studio work in pre-production development via Serious Games course, to design augmented reality application site-specific to historic Gettysburg battlefields
- Acted as technical and design resource for student teams and faculty regarding AR interactions, game integration, and AR asset pipeline

**“Aimona”**

Fall 2017 - Spring 2018

Product Owner, Designer, Developer

- Solo project: designed and developed an application modeled after Tinder dating app to gather a corpus of data regarding human preferences in fine arts utilizing the open domain works of the Metropolitan Museum of Art. The data feeds an open source machine learning algorithm [previously for user preferences in film and comics] to then allow for recommendations of art to be provided to individuals by Aimona.
- Encouraged reflection on the self-fulfilling prophecy of data analytics providing user recommendations
- Presented talk and demonstration at Lesley University Center for the Arts
- Released on Google Play Fall 2017

**“Breach” for Games for Change Global VR BrainJam**

Summer 2017

Co-Product Owner, Production Manager, Programmer

- Created a multiplayer VR game focusing on proximity issues and immersion valuation
- Recruited and lead a team of seven Becker faculty, staff, and alums for the Neuroscience VR Jam
- Team won a coveted spot in the event which provided us the opportunity to collaborate with neuroscientist Dr. Joe Snider from University of San Diego's Poizner Lab on our project
- Awarded full passes to the Games for Change conference as well as to the VR Summit

**“Oculabyrinth” for Accipiter Labs**

Fall 2017 - Spring 2018

Product Owner, Production Manager & Technical Director

- Game Studio title focusing on the use of the Tobii Eye Tracker to allow for alternative access to game content and assistive interaction through hardware integration
- Showcased at Pax East 2017 and 2018
- Released Spring of 2018

**“Puzzle Hamster VR” for Becker College**

Spring 2017 - Spring 2018

Product Owner, Production Manager & Technical Director

- Game Studio title focusing on the use of the Vive system to produce an engaging, action-packed, movement focused, 3D adventure game in Virtual Reality.
- Showcased at Pax East 2017 and 2018
- Winner of NESGD 2018 Challenge for Game Design
- Released Spring of 2019

**ForEach Academy**

Fall 2016-Summer 2019

Assistant Designer

- Assisted President Robert Johnson, Dean Alan Ritacco, Associate Dean Paul Cotnoir, and Associate Professor Amanda Theinert to develop and design curriculum for a globally recognized institution for young women in Games at Becker College
- Ongoing development of program plans, lessons, and outreach strategies for young female game developers from diverse backgrounds
- Co-authored grants for first year funding totalling \$70k

**“VR Witness” for Becker College**

Spring 2016 - Spring 2017

Product Owner, Lead Designer, Production Manager & Technical Director

- Game Studio title in collaboration with the Criminal Justice department centered on demonstrating reliability and impressionability issues with eyewitness testimony
- Designed a 3D immersive scenario in Virtual Reality, utilizing the Unity engine and deployed on the Oculus Rift
- Developed customizable scenarios and backend data collection for use in outcome based assessment reports for criminal justice students to review

**“Block Kids” for NAWIC**

Fall 2015 - Summer 2016

Prototype Designer

- Designed a mobile application for use in conjunction with the National Association of Women in Construction Education Foundation’s [NEF] annual Block Kids building contest
- Developed a feature-set to include lessons, impactful interactions, and easy to access resources for young users in order to promote pre- and post- contest interest in construction and STEM
- Designed features to include working in 3D utilizing building blocks, learning related vocabulary through mini-games, and locating local resources for year-round information and contest hosts

**“Working Memory” with Thinksy**

Fall 2015 - Spring 2016

Designer

- Designed game for grade school aged students focused on demonstrable improvement of working memory through brief, but frequent repeat usage
- Integrated research findings from Psychology and Education departments for a feature set targeted at working memory and target specifications for development

**“Body Rift”**

Summer 2015

Solo Designer, Developer, Lead Programmer

- Developed a VR simulation with the Becker College CLC with the primary objective to increase awareness of Body Dysmorphic Disorder [BDD] for the Americans with Disabilities Act 25th. anniversary
- Focused research, design, and production on leveraging the use of virtual reality for greatest impact in a narrative and visual experience relating the effects of BDD
- Showcased at the Americans with Disabilities Act 25th Anniversary conference in Worcester, MA
- Authored and received development grant from Becker College \$2k

**“Into the Rift” for Becker College**

Spring 2015

Faculty Advisor, Production Manager & Technical Director

- Lead production of VR simulation built in Unity 3D, integrating the Oculus Rift headset with the Microsoft Kinect for immersive free-fall experience
- Designed algorithms for programming tasks and worked as lead technical resource for eight member development team
- Demonstrated at Boston VR Showcase [Microsoft NERD Center]

**“Vet Tech Sensei” with Becker College department of Veterinary Science** Fall 2014/Spring 2015

Lead Designer, 2D Artist, Production Manager & Technical Director

- Designed feature set and specifications for a digital mobile study guide for the Veterinary Technicians National Exam
- Oversaw and contributed to production of base prototype built in Unity 2D as lead developer for a team of 10 programmers

**“FAD Manual” with Tufts** Spring/Summer/Fall 2014

Lead Designer & Technical Director

- Received grant from Tufts Veterinary School [authored technical specifications portion] \$5k
- Designed feature set and specifications for a digital mobile version of the Foreign Animal Disease manual for wildlife agents
- Oversaw and contributed to production of base prototype built with Objective C as lead programmer

**“VRMS”** Fall 2013/Spring 2014

Lead Designer & Production Manager

- Designed Virtual Reality Museum Space co-op program and use-specifications to provide on-site auxiliary, curated, user experiences for the sharing of individual pieces and exhibits
- Lead production of prototype VR space based on the Worcester Art Museum’s Chapter House built in Unreal with the Oculus Rift DK1
- Presented to the Boston Museum of Science as a technology innovation experience
- Authored and received development grant from Becker College \$3k

**“MICA” [Mobile Integrated Career Application]** Fall 2013

Designer

- Assisted in design for a mobile application to help underrepresented young people access career resources such as job descriptions, salary information, career path testing, school information, and contact with career mentors through messaging and email
- Developed feature set based on personal profile of target audience, budgetary concerns, production resource constraints, and outcomes informed by experts from requesting agency

**“EMMA: Rift Ride” for Twin Crows Media** Summer 2013

Designer & Developer

- Designed Virtual Reality experience integrating the newly released Oculus Rift development kit with Unity 3D focused on immersion via the use of head gestures as the singular input method for all controls
- Solo developer, programmer, and hardware integrator on a three week development schedule for release in global game jam

## GRANTS

- CROSSROADS: Creating Robust Opportunities for Student Success through Real-world, Organized, and Applied Data Science (Co-PI with PI Dr. Li Han)
  - NSF Data Science Education      Funded FA2025      In Progress      1,000,000.00
- Critical AI Community Data Lab (Co-PI with Dr. E. Arriago-Arango, Dr. B. Huang, L. Robinson)
  - Higgins Bridging Grant      Awarded SP 2025      In Progress      5,000.00
- Arts and Technology Grant (Core Member)
  - Sherman Fairchild Foundation      Awarded 2024      In Progress      500,000.00
- Fulbright Scholar in Residence: authored application for the funding of a S.I.R. from Taiwan for the BSDT
  - Fulbright      Funded SU 2022      Completed FA24/SP25      75,000.00
- Co-Creating Social-Technical Enterprise to Understand/Respond to Intersectional Climate Water Food Health-Livelihoods-Energy-Justice Challenges in Mexico-Lerma-Cutzamala Region (Co-Pi)
  - NSF PIRE      Funded SU 2022      Ended FA 2024      1,400,000.00
- Critical Thinking Training in Virtual Reality (Co-PI with Dr. P. Cotnoir)
  - Clark Academic Innovation Fund      Funded SP 2022      Complete FA 2022      7,500.00
- Interactive Theatre: Combining Game Development and Stage Processes for Innovation (Co-PI with E. Cove, J. Darrell-Jarbadan, A. Theinert)
  - Clark Academic Innovation Fund      Funded SP 2022      Complete IS 2023      7,500.00
- ASA Student Learning and Engagement Grant (Member)
  - American Student Association      Funded FA 2019      Complete SP 2025      1,000,000.00
- SUNY Innovation Grant (Co-PI with PI Dr. T. Pepis)
  - SUNY      Funded SP 2019      Complete FA 2019      50,000.00

## OUTREACH & PRESENTATIONS

- 2025 (upcoming) **“Game Studio: pipeline from partnership to community”**      Worcester, MA  
Games for Good Conference at Clark University, panel lead
- 2025 **“Art, Avatars, and Algorithms”**      Cambridge, MA  
SPS MFA Visual Arts artist talk, honorarium
- 2025 **“Embodiment in Streaming”**      Northampton, MA  
Gender Expansive Live Streaming Symposium at Smith College, lightning talk
- 2025 **“Missing Data Rights & Privacy”**      online  
Presented in the Clark SPS development series, “Teaching AI – Opportunities and/or Challenges”
- 2025 Collaboration between National Taiwan University and Clark University      USA, Taiwan  
Worked with Dr. Cotnoir and Prof. Yu Han to establish formal university partnership
- 2024 **“Diversity in Game Development”**      online  
Horizons panel discussion member for education conference
- 2023 **“Emergent Games”**      Worcester, MA  
Presented to Holy Cross University community, honorarium
- 2023 **“Interactive Media Honors: My View”**      Worcester, MA  
A Study in Honors Programs, guest speaker

2023	<b>“Collaboration Opportunities with the BSDT”</b> Clark University’s Parents’ Council co-presentation with Dr. Paul Cotnoir	Worcester, MA
2023	<b>“Community and College Engagement”</b> HECCMA exhibitor	online
2023	<b>“Immersion and the Sublime”</b> Lesley University artist talk, honorarium	Cambridge, MA
2022	<b>“The Emergence of Immersive Art”</b> Clark Alumni and Student Engagement artist talk, honorarium	online, streamed
2022	<b>“The STEM of Games”</b> Developed and co-delivered a Eureka! Girls STEM Camp two day workshop	Worcester, MA
2022	<b>“Video Games: The Path to Positive Collective Engagement”</b> Higgins Fellow Talk	Worcester, MA
2022	<b>Lesley University Animation Thesis Review</b> Juror, honorarium	Cambridge, MA
2016, 2017, 2018, 2019, 2020, 2021, 2022	<b>MassDiGI Annual Games Challenge</b> Mentor and Judge	Boston, MA
2021	<b>“Game Studio: Over a Decade of Interdisciplinary Collaboration &amp; Partnership”</b> Faculty panel for Clark University’s Higgins School of Humanities 2021-2022 symposium on games	Worcester, MA
2020	<b>Sheltered-In October Jam</b> Created, organized, and mentored 48 hour sponsored game jam	online, streamed
2020	<b>Mount Holyoke College HackHolyoke</b> Interactive Programming Mentor	Holyoke, MA
2020	<b>Academy of Math &amp; Sciences Graduating Thesis Forum</b> Interactive Programming Mentor	online
2019	<b>UMass Medical School Hackathon</b> VR/AR Subject Matter Expert and volunteer organizer	Worcester, MA
2019	<b>NYSATE/NYACTE Conferences</b> Co-presenter in VR School Simulations and Implicit Bias	Saratoga Springs, NY
2017, 2018	<b>MIT Virtual Reality Hackathon</b> VR Mentor and Demonstrator	Cambridge, MA
2016	<b>Museum of Fine Arts</b> Presented work on “VRMS” to Museum technology department	Boston, MA
2016	<b>Extending Play 3 Conference at Rutgers University</b> VR Exhibitor	New Brunswick, NJ
2016	<b>Girls’ Mobile Game Hackathon</b> Mentor and Judge	Waltham, MA
2015	<b>Canton Technology Gala</b> VR Exhibitor and Presenter	Canton, MA

2015	<b>SIP Game Challenge</b> Judge	Boston, MA
2015	<b>Venture Cafe: Medical Virtual Reality</b> Expert Panelist	Cambridge, MA
2014	<b>Geek is Glam: Girls in STEM</b> Co-presented Introduction to Game Programming Co-presented Introduction to Electronics	Worcester, MA
2014	<b>Game Changer: Becker College Conference for Nonprofits and Games</b> Conference Co-developer & Keynote Speaker on Serious Game Internship PODS	Worcester, MA
2013, 2015	<b>Game Bound: Atari Game Convention at RPI</b> Presented for Becker College, "Game Synthesis" booth 2015 Presented for Becker College, "Mobile Gaming" booth 2013	Troy, NY
2013, 2014, 2015, 2018	<b>Made In Mass: PAX Panel</b> Speaker, "Get Educated in Games" 2013	Boston, MA
2006-2016	<b>24 Hour Game Jam: 1st – 10th Annual Mass Game Competition</b> Chair and panel juror	Worcester, MA
2013	<b>NERCOMP: Serious Gaming for Academic Libraries</b> Keynote speaker on "Serious Game Development"	Norwood, MA
2011	<b>Boston Autodesk Animation User's Group: Portfolio Review</b> 3D Review Board Panelist	Boston, MA
2010, 2011	<b>MassImpact: Becker College Game Initiative</b> Presented for Becker College	Worcester, MA
2010	<b>Powered Up: Game Development Convention</b> Presented for Becker College, "Internships in Game Development" booth	Boston, MA
2010	<b>Games for Health: "Serious Games"</b> Authored successful grant for Becker College Academic Development Fund to attend	Cambridge, MA
2009	<b>Independent Games Conference</b> Presenter "Getting Started When It Counts"	Newton, MA

#### **PUBLICATIONS & REVIEWS**

- 2025 **Hacker's Ostrakon** – authored interactive theatre piece performed at The Michelson Theater  
To be included in my upcoming publication of free to use course materials for interactive theatre
- 2024 **Ghost Moth Dreams** – authored interactive theatre piece performed at The Michelson Theater  
To be included in my upcoming publication of free to use course materials for interactive theatre
- 2023 **The Somnus Tavern & Inn** – authored interactive theatre piece performed at The Michelson Theater  
To be included in my upcoming publication of free to use course materials for interactive theatre
- 2022 **Waiting for Obols** – authored interactive theatre piece performed at The Michelson Theater  
To be included in my upcoming publication of free to use course materials for interactive theatre
- 2022 **NESCN Clubhouse** (online) – Video segments on game technology; motion capture systems

2019 **Virtual Harvest** (online) – Authored “Jam-Centric Curriculum: Learning with an Applied Gaming Approach”

2017 **eNet Arts** (online) – Authored “Virtual Veil,” an article on extended body schema in VR/XR experiences

2014 **Focal Press** – Peer Review of “Let’s Game” an introduction to game development

2012 **Cenage Learning** — Authored test questions for three chapters of “XNA Certification”

2010 **Cenage Learning** — Peer Review of “Beginning C# with XNA Game Studio”

2006 **McGraw Hill Publishers** — Peer Review of Joseph Saulter’s “Managing Game Development”

#### **Interviews:**

- Spring 2025 Challenge. Change. Podcast, “Fungal Armageddon: Why We're Drawn to The Last of Us”
- Fall 2024 Level Up Life Podcast, “Level Up: Serious Games”
- Spring 2024 Clark University Alumni Magazine, “Digital Humanities”
- Spring 2023 Temple University journal, “Seeing Oneself in the Game”
- Fall 2022 The Berkeley Beacon, “The Cozy Gaming Community”
- Spring 2023 MassLive, “PAX East, Worcester students and grads show off”
- Spring 2022 Telegram & Gazette, “Clark University Goes to PAX East”
- Fall 2021 Captivate Podcast, “Community Engagement in Games”
- Fall 2021 Worcester Telegram & Gazette, “Becker Community a Year Later”
- Spring 2021 PC Gamer, “Careers in the Game Industry”
- Fall 2017 PC Gamer, “Game Portfolios”
- Summer 2015 Metro US, “VR is Here!”
- Fall 2015 Wake Tech News, “Using the Oculus Rift”
- Spring 2014 Becker College Bridges, “A Game and Life Changer”
- Fall 2014 Smith College Alumni Magazine, “Women Leading in Education”
- Spring 2013 Boston Globe, “Women in the Industry”
- Fall 2012 Pulse Magazine, “Get Your Game On!”
- Spring 2011 New England Central News, “Top Video Game Programs”
- Spring 2010 Worcester Telegram & Gazette, “College Students Develop Video Game to Spark Interest in Voting”
- Fall 2010 Tech News, “Princeton Review Ranks Becker College Among Its Top 10 Game Programs”

### **CURRICULUM & TEACHING EXPERIENCE**

#### **== Curriculum Design & Teaching ==**

*Curriculum designer, developer, curriculum defense, and assessment analyst for the following programs and courses at Clark University:*

Co-designed MFA program requirements with MFA Director and Assistant Professor Amanda Theinert for the 2021 launch at Clark and NECHE review. Personally developed the following courses for the graduate program:

- MFA Praxis
- MFA Elective: VR/AR
- MFA Elective: Interactive Theatre '21
- MFA Elective: Human/Computer Interfaces in the Arts (redesign '22)

Developed the following courses for the undergraduate program:

- Interactive Media major curriculum including 3 new Track listings and a minor declaration
- Developed a Game Analytics track for the Data Science major
- FYI: Fundamentals of Game Development (designed new version with VR)
- Virtual Reality and Augmented Reality in Games
- Interactive Theatre (co-taught with Ezra Cove and Jessie Darrell Jarbadan) '21
- Game Analytics and Data Modeling (co-taught with Pirate Epstein) '22
- Embodying Virtual Avatars '23

*Curriculum designer, developer, curriculum committee defense, professor, and assessment analyst for the following courses at Becker College:*

Interactive Media Graduate Courses for the MFA program at Becker College

- MFA Residency Week, Fall & Spring [co-designed and co-delivered with Dir. Amanda Theinert]
- MFA Graduate Studio Seminar I, II, III, IV [co-designed with Dir. Amanda Theinert]
- MFA Thesis I, II
- MFA Electives [Interactive AI, Human Computer Interfacing with Arduino, Virtual Interactions]

Interactive Media Undergraduate Courses for Design Concentration

- GAME 2100 Serious Games
- GAME 3200 Virtual Reality & Mixed Reality
- GAME 3900 Game Studio and Lab [also part of Production Concentration]
- GAME 3902 Career Internship

Interactive Media Undergraduate Courses for Programming Concentration

- GAME 3100 Game Programming I [DirectX 10, 11, 12] [2007-2018]
- GAME 4115 Artificial Intelligence in Games
- GAME 4400 Colloquium: iOS Game Development; Mobile Game Development; Game Testing, Debugging & QA

Interactive Media Undergraduate Courses for Art Concentration

- GAME 4610 Portfolio
- GAME 4100 Zbrush Organic Modeling [2012-2016]

Computer Science Undergraduate Courses for Software Concentration

- INFO 1400 Programming in C++ [2007-2017]
- INFO 2300 Data Structures [2007-2017]
- INFO 3600 Networking I [2010-2012]

**== Teaching Awards ==**

- 2025 BSDT Faculty Award
  - Excellence in mentoring and advising
- 2022 Clark University Faculty Award Nominee [student selection]
- 2016 Becker College President's Award
  - Outstanding Vision, Dedication, and Commitment to Excellence
- 2009 Becker College Excellence in Teaching & Advising Award [student selection]

## ADVISING & MENTORING

Directed Study for three MFA candidates in “Advanced Interaction Design,” “Developing in Godot,” and “Interactive Theatre Set Dev” 2025

Directed Study for three senior IMD Game Programming students in “Procedural Generation in Game Development” 2023

Directed Study for MFA candidate in “Advanced Character Development and Modeling” 2023

Capstone project supervision and advising for 2 senior IMD majors 2024-2025

Capstone project supervision and advising for 2 senior IMD majors 2023-2024

Capstone project supervision and advising for 2 senior IMD majors 2022-2023

Capstone project supervision and advising for 4 senior IMD majors 2021-2022

### MFA Theses & Projects Mentor

- 2024-2025 "Unsent" by Brien Rondeau (Slimeware) (highest honors)
- 2024-2025 "Soup" by Duncan Armstrong, MFA (high honors)
- 2024-2025 "Ouroboros" by Manfra, MFA (highest honors)
- 2023-2024 "Galaxy Rush" by RJ Anthony, MFA (highest honors)
- 2023-2024 "Zenatria" by Kristopher Cronshaw, MFA
- 2023-2024 "Manifold" by Dan Mojica, MFA
- 2023-2024 "Street Rider" by Tyler Gaughan, MFA
- 2023-2024 "Dagon" by Ed Greig, MFA
- 2023-2024 "Starbound Lovers" by Jay Lam, MFA
- 2022-2023 "Love is a Numbers Game" by Kaylin Canon, MFA
- 2022-2023 "ImPAWsible Quest: VR" by Mengliu Lu, MFA
- 2022-2023 "Scam Call Catfish" by Skyler Barron, MFA
- 2022-2022 "Investigating Game Production" by Evan Wilson, MFA
- 2021-2022 "Memorial Tomb" by Alex Ruata, MFA
- 2021-2022 "Automica" by Edward Shi, MFA
- 2021-2022 "Upheaval!" by Sebastian Schindler, MFA
- 2020-2021 "Fog" by Roger Matthews, MFA
- 2019-2020 "Black & White" by Maxwell Anderson, MFA
- 2019-2020 "Framed" by Matthew Hopkins, MFA

### MFA First Year Projects Mentor

- 2020-2021 Edward Shi, Sebastian Schindler
- 2019-2020 Catherine Wu, Roger Matthews
- 2018-2019 Matthew Hopkins, Nevin Flanagan, Michael Rozak

## ACADEMIC SERVICE

2024 — present **Games for Good Conference Committee and Reviewer**

2024 — present **Faculty Liaison with Worcester Arts Council**

2023 — present **Head of XR Playspace @ Clark University**

2023 — present **BSDT Gallery Curatorial Committee Chair**

2023 — present **The Game Salon & Games Library Chair, founder**

2021 — present **Director of Interactive Media undergraduate program**

2018 — present **Director of The Game Studio (formerly Accipiter Labs) & Greenlit Games**

2016 — present **Pre-program advisor and mentor for the MFA in Interactive Media**

2007 — present **Faculty Advisor for Student IGDA Chapter**

2023 – 2024 **BSDT External Review Committee (co-lead)**  
 2021 – 2022 **NECHE BSDT Review Committee**  
 2012 – 2024 **MassDiGI Faculty Liaison**  
 2007 – 2022 **Curator of BSDT Annual Digital Art Contest and Showcase**  
 2020 – 2021 **President’s Committee on Diversity, Equity & Inclusion**  
 2018 – 2021 **Open House Coordinator for MFA**  
 2016 – 2021 **Head of VR/AR and Interactive Hardware Acquisitions and Barrett Lab**  
 2012 – 2021 **IMD Spring Career Fair Liaison**  
*Carnegie Mellon University, GSN, Boston Prods. Inc., Vicarious Visions, VRSim, Curriculum Associates, Turbine*  
 2007 – 2021 **Open House for Design**  
 2006 – 2021 **Accepted Students’ Day**  
 2018 – 2021 **Library Standing Committee**  
 2017 – 2019 **Digital Communication Standards Committee**  
 2007 – 2018 **Career Center Design Department Faculty Liaison**  
 2015 – 2017 **College Assessment Committee**  
 2010 – 2017 **Game Changer Nonprofits Game Advisory Board**  
*Conference Organizer and Speaker (2015)*  
 2016 – 2017 **School of Design & Technology Search Committee for Dean**  
 2014 – 2016 **Game 2.0 Curriculum Redesign Faculty Chair**  
 2015 – 2016 **AFT Union Vice President**  
 2007 – 2012, 2014, 2016 **Game Department Open House Workshop Presenter**  
 2006 – 2012 **Faculty Supervisor for Game Computing Laboratories**  
 2009 – 2012 **Design Night Director**

#### **Faculty Search Committee**

- Spring 2023 [Computer Science/ Teaching Professor]
- Fall 2022/Intercession [Language, Literature, and Culture / Professor of Japanese Lang. & Lit.]
- Fall 2022 [Career Center counselor]
- Fall 2021/Spring 2022 [IM/ 3D Specialist]
- Fall 2021/Spring 2022 [IM/Game Generalist]
- Fall 2021/Spring 2022 [Clark Community Engagement Director]
- Spring 2019 [IM/Game]
- Spring 2018 [IM/Game Chair]
- Summer 2017 [CS Department]
- Spring 2016-Fall 2016 [IM/Game]
- Fall 2014 – Fall 2015 [IM/Game Chair]
- Spring 2013 – Spring 2014 [IM/Game]
- Spring 2012 – Fall 2013 [IM/Game Chair]
- Spring 2010 – Fall 2011 [IM/Game Chair]
- Spring 2009 – Winter 2010 [IM/Game Chair]

#### **Program Leadership and Collaboration**

2025 Computer Science Dept, Visual & Performing Arts Dept, & BSDT  
 Ongoing collaborative talks between BSDT, VPA, and CS regarding areas of synergy and ways to create unique opportunities for students, faculty, and various stakeholders through collaborative efforts

2024 Language, Literature, & Culture Dept

Collaborated with Professors Eduard Arriaga-Arango and Betsy Huang on ways to integrate critical studies and community discussions centered around data collection rights and related concerns regarding generative AI tools

2024 School of Management

Worked with SoM and Dean Cotnoir to craft Interactive Media course groupings for SoM minor (approved)

2023 School of Professional Studies

Supported Dean LaBrie's work to create and offer the Master of Fine Art in Visual Arts graduate program (presented to stakeholders, provided references, committed to joining faculty pool)

2023 Data Science / Computer Science Dept

Worked with Professor Li Han (CS/DS) to develop a Data Science track in Game Analytics successfully supported by the UAB (approved)

### PROFESSIONAL DEVELOPMENT

2025 **Game Devs of Color:** online games conference focused on unique challenges and outcomes for developers of color

2025 **IndieCade:** online interactive media and games conference with workshops on indie game development and crafting

2024 **Godot Engine Workshop:** attended workshop for project development with emphasis on transitioning skills from Unity to Godot

2024 **Unreal Engine 5:** completed online training on NPC pathing, steering, and navigation practices using Blueprints

2024 **Digital Humanities Series:** Attended workshop by Clark faculty, Profs. Eduard Arriaga-Arango and Matt Malsky

2024 **Pivot PR Workshop:** Attended workshop to learn methods for optimizing usage of the Pivot grant DB

2023 **IndieCade Workshop:** Attended workshop on indie narrative development from professional perspectives

2023 **Write Winning Grant Proposals:** Attended workshop covering best practices for writing winning grants with a focus on NSF opportunities.

2022 **Carnegie Writing Workshop** [Boston, MA]: Attended workshop hosted by the Carnegie group at Northeastern focused on how to write a successful application.

2022 **AG Animation & AG Games Workshop:** Attended workshop investigating how players of games actually animate the digital visuals (including animations) through interaction.

2022 **Unity Analytics Courses** [online]: Completed a series of courses on Unity Analytics tools integration for badge achievement.

2022 **MIT XR Development Program** [online]: Completed XR Development program for certification on latest trends and technological advances in the field of extended reality.

2022 **Research Week** [Worcester, MA]: Attended grant funded research week (3 days) to encourage identification of and work on collaborative research opportunities with other schools and departments

2019 **NYSATE/NYACTE Conferences** [Saratoga Springs, NY]: Accepted to demonstrate virtual reality classroom simulation developed by VSS for SUNY Geneseo, during the three day conference focused on education

2019 **Augmented and Mixed Reality Hackathon**: Attended two-day workshop/hackathon sponsored by Leap (AR/MR goggles) covering latest SDK integration with engines and asset packs

2018 **Games for Change** [NY]: Attended three day international conference focused on serious games, games with impact, and games for social change

2017 **Serious Games Conference** [NY]: Attended three day international conference for serious game developers with a specialization in VR/AR technology

2016 **Game Developers Conference** [GDC]: Attended four day international conference for game developers with a specialization in VR/AR technology and advancements

2015 **Virtual Reality Hackathon**: Google Cardboard Delivery – British Consulate – developed multi-user VR experience with Henry Zhou and Ryan Dougherty utilizing Google Cardboard and Android and iOS devices

2015 **Boston Unite** – Unity 3D – three day conference covering VR and AR with Unity 3D’s latest feature sets

2014 **Active Learning** – NERCOMP – how to utilize interactive media and non-textbook learning tools for improved higher education teaching

2013 **Boston Unreal Conference** – Unreal Game Engine – how to leverage latest feature set for best lighting practices across platforms

2012 **Autodesk Educator Conference** – Autodesk – latest feature sets for modeling and animation

2011 **Unity Game Engine Conference** – Unity 3D – how to incorporate the latest networking and AI pathfinding feature sets

2011 **Adobe Educator Workshop** – Adobe Systems – creation of multimedia rich course presentations utilizing the latest features of the Adobe suite

2010 **Game Design Pipeline Workshop** – Digital Tutors – how to effectively utilize Zbrush and Maya in the game design 3D pipeline

2009 **Adobe Suite Workshop** – Adobe Systems – new techniques for latest release and use of Adobe Bridge

## OUTSIDE SERVICE

- 2023, 2025 Girls’ Inc. Summer Workshop at Clark coordinator, developer, faculty
- 2022, 2023 JoyArt founding consultant, mentor, juror
- 2020 Mount Holyoke Hackolyoke mentor
- 2019 UMass Medical School Hackathon organizer
- 2019 Tenure Review Member for Media Department at Sacred Heart University
- 2019 Worcester State University Alanza STEM exhibitor [AR interactive]
- 2018 Worcester Boys & Girls Club STEM Presenter
- 2016, 2017 Volunteer Mentor for Girls for Games
- 2016 Expert Witness for U.S. Office of Immigration on behalf of B.P., VR Platform Developer
- 2016 Tenure Review Member for Media Department at Adelphi University

- 2015 Tenure Review Member for Media Department at Hampshire College
- 2013, 2015 Child Safety Volunteer Developer for Umass Medical School
- 2012-2014 Volunteer Programming Instructor for Black Girls Who Code
- 2007 – 2016 Volunteer IT for Pernet Family Health Service, Inc
- 2010 – 2016 Database Administrator
- 2005 – 2009 Game Designer and Level Programmer for FOGE Summer Camp: Clifton
- 2005 – 2009 Member of Board of Directors, IT Director for Pernet Family Health Service, Inc.

### AFFILIATIONS

- Member (institutional) of Broadcast Education Association [BEA]
- Member of Creative Applications Network [CAN]
- Member of Digital Games Research Association [DiGRA]
- Member of Gather and Good (professional women making a difference for local non-profits)
- Member (institutional) of Higher Education Video Game Alliance [HEVGA]
- Member (institutional) of Horizons : IndieCade
- Member of International Digital Media and Arts Association [IDMAA]
- Member of International Game Developers Association [IGDA]
- Member of The Society for Language, Science, and the Arts [SLSA]

### OTHER PROFESSIONAL EXPERIENCE

#### January 2019 – Present Co-founder / Virtual School Sim

- Co-founded VSS to provide a reactive, expandable, customizable framework for simulated learning spaces which capitalize on immersion and flow in order to offer some of the copious benefits of in-person experience within a safe, conscientious, and endlessly repeatable virtual environment
- Develop a user-centric input interface for Scenarios to allow customization and expansion of the framework based on both variety of clients as well as numerous situations for any particular client
- Design an AI system which can utilize machine learning from previous and ongoing user interactions to create what we term Personality Profiles

#### February 2012 – Present Lead Designer & Developer / Taddug Media

- Design interactive experiences utilizing Unity, PHP, backend databases, open source machine learning [Watson and Google], microcontrollers, 3D printing, and various augmentative technologies including AR, VR, and MR
- Develop media rich applications, entertainment and educational games for mobile devices [iOS, Android], including the Virginia Symphony Orchestra's mobile app, "No Bullies Here" for Uxbridge High School, and Aimana [AI art app]
- Develop 3D experiences for the PC, coding in C# with Unity 3D Engine
- Produce 3D models in Zbrush for 3D printing, fine art exhibition, and integration into 3D game titles
- Conceptualize, storyboard, and design levels for games utilizing pre-existing intellectual property including work with Pimsleur Language Learning's online division and the state of Massachusetts' "Made in Mass" Games campaign

**February 2003 – November 2011 Developer / Twin Crows Inc.**

- Design interactive and media rich online experiences utilizing Flash, PHP, and backend databases
- Develop educational games for iOS including “IDA,” a PAX East exhibition title designed to draw participants to the booth and expand the Becker College brand
- Develop 3D games for the PC coding in C++ with DirectX 9 and 11
- Produce 3D models and animation in Maya
- Conceptualize, storyboard, and design levels for games utilizing pre-existing intellectual property including “Our Nutrition is Their Nutrition,” a title exploring how to teach healthy eating habits to young parents, localized for Spanish and English

**November 2002- January 2003 Interactive Online Media Developer / Religion Newswriters**

- Code and develop database of members with php and mySQL
- Code and develop CGI interface for members’ database and for internal updating of site
- Author documentation manual of all code, databases, and processes for site

**July 2000- July 2002 Commercial Network Engineer / RCN**

- Code website front-end of internal ticketing system utilizing PHP and mySQL
- Responsible for web development including web server configuration, CGI, PHP, SQL, Secure Sessions, and .NET servers with ASP and IIS coding
- Troubleshoot and monitor backbone, end nodes, and offshoot network routers
- Teach and develop training modules on networking skill sets: TCP/IP, LAN/WAN routing, Cisco hardware