

## Education and Employment History

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### Education

- 2012 Ph.D. Computer Science, University of California, Santa Cruz.  
**The Grail Framework: Making stories playable on three levels in CRPGs**  
Advisor: Michael Mateas  
Committee: Noah Wardrip-Fruin, Jim Whitehead, Michael Young.
- 2008 M.S. Computer Science, University of California, Santa Cruz.  
**Integrating Drama Management into an Adventure Game**  
Advisor: Michael Mateas
- 1996 B.A. Computer Science, University of California, Santa Cruz.

### Experience

- 2015 – current **Postdoctoral Fellow**, American University. Washington, DC.  
College of Arts and Science, Game Lab.  
Project: Ensemble social simulation in a murder mystery story setting.
- 2012 – 2015 **Creative Director**, Play Crafts. Santa Cruz, CA.  
Design and implementation of online design tools for crafters.
- 2012 **Intern**, Cloudforest Design. Capitola, CA.  
UI and UX design for mobile applications.
- 2009 **Lead Designer**, WemoMedia. Los Angeles, CA.  
Design of interactivity model and game mechanics for synchronous multiplayer worldwide mobile-based game.
- 2005 – 2008 **Software Engineer**, Thuridion Software Engineering. Scotts Valley, CA.  
Implementation of Windows- and web-based applications for clients.
- 2002 – 2005 **Computer Consultant**, Sullivan Consulting, Nipomo, CA.  
Design and implementation of web solutions.
- 1998 – 2002 **Software Engineer**, Electronic Arts, Seattle. Bellevue, WA.  
Implementation of artificial intelligence solutions, in-game tools, and user interface elements.  
**Shipped Titles:** FIFA 99 PC and PSX, Need for Speed: High Stakes PC and PSX, Motor City Online PC.

1996 – 1998    **Software Engineer**, Thuridion Software Engineering. Scotts Valley, CA.  
Implementation of Windows-based applications for clients.

## Scholarship, Research, and Creative Activity

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### Publications

#### Refereed Journal Articles

1. **Anne Sullivan**, Michael Mateas, Noah Wardrip-Fruin. “Making Quests Playable: Choices, CRPGs, and the Grail Framework”, *Leonardo Electronic Almanac*, vol. 17, pp. 140–152, 2011.

#### Refereed Conference Publications

1. **Anne Sullivan**, April Grow, Michael Mateas, Noah Wardrip-Fruin. The Design of Mismanor: Creating a Playable Quest-Based Story Game. In *Proceedings of the International Conference on the Foundations of Digital Games (FDG 2012)*, Raleigh, North Carolina, May 30 – June 1, 2012.
2. **Anne Sullivan**, April Grow, Tabitha Chirrick, Max Stokols, Noah Wardrip-Fruin, Michael Mateas. Extending CRPGs as an Interactive Storytelling Form. In *Proceedings of the Fourth International Conference on Interactive Digital Storytelling (ICIDS 2011)*, Vancouver, Canada, November 28–December 1, 2011.
3. Aaron Reed, Ben Samuel, **Anne Sullivan**, Ricky Grant, April Grow, Justin Lazaro, Jennifer Mahal, Sri Kurniawan, Marilyn Walker, Noah Wardrip-Fruin. A Step Towards the Future of Role-Playing Games: The SpyFeet Mobile RPG Project. In *Proceedings of the Seventh AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-11)*, Palo Alto, California, October 12-14, 2011.
4. **Anne Sullivan**, Gillian Smith. Lessons in Teaching Game Design. In *Proceedings of the 2011 International Conference on the Foundations of Digital Games (FDG 2011)*, Bordeaux, France, June 29- July 1, 2011.
5. Aaron A. Reed, Ben Samuel, **Anne Sullivan**, Ricky Grant, April Grow, Justin Lazaro, Jennifer Mahal, Sri Kurniawan, Marilyn Walker, Noah Wardrip-Fruin. SpyFeet: An Exercise RPG. In *Proceedings of the 2011 International Conference on the Foundations of Digital Games (FDG2011)*, Bordeaux, France, June 29-July 1, 2011.
6. Adam Smith, Chris Lewis, Ken Hullett, Gillian Smith, **Anne Sullivan**. An Inclusive View of Player Modeling. In *Proceedings of the 2011 International Conference on the Foundations of Digital Games (FDG 2011)*, Bordeaux, France, June 29 -July 1, 2011.
7. **Anne Sullivan**, Michael Mateas, Noah Wardrip-Fruin. QuestBrowser: Making Quests Playable with Computer-Assisted Quest Design. In *Proceedings of the 8th Digital Art and Culture Conference (DAC 2009)*, Irvine, CA, December 12-15, 2009.

8. **Anne Sullivan**. 2009. Gender-inclusive quest design in massively multiplayer online role-playing games. In *Proceedings of the 4th International Conference on Foundations of Digital Games (FDG '09)*, FL, April 26-30, 2009. (Doctoral Consortium)
9. Jacob Telleen, **Anne Sullivan**, Jerry Yee, Prabath Gunawardane, Oliver Wang, Ian Collins, James Davis. Synthetic Shutter Speed Imaging. In *Computer Graphics Forum 26(3)*. Eurographics 2007.

### Non-Refereed Publications

1. **Anne Sullivan**. GrailGM: Moving Beyond Combat-Reliance in Role-Playing Games. In *Proceedings of Grace Hopper Celebration of Women in Computing (GHC 2011)*, Portland, Oregon, November 9-12, 2011.

### Other

#### Workshop and Symposium Publications

1. Mike Treanor, Joshua McCoy, **Anne Sullivan**. Social Play in Non-Player Character Dialog. In *Proceedings of the Social Believability in Games Workshop (SBG)* co-located with Artificial Intelligence in Interactive Digital Entertainment (AIIDE) 2015, Santa Cruz, CA, November 14-18, 2015.
2. Gillian Smith, **Anne Sullivan**. The Five Year Evolution of a Game Programming Course. In *Proceedings of the 43<sup>rd</sup> ACM Technical Symposium on Computer Science Education (SIGCSE 2012)*. Raleigh, NC, February 29-March 3, 2012.
3. **Anne Sullivan**, Michael Mateas, and Noah Wardrip-Fruin. 2010. Rules of Engagement: Moving Beyond Combat-Based Quests. In *Proceedings of the Intelligent Narrative Technologies III Workshop (INT3 '10)* co-located with Foundations of Digital Games (FDG) 2010, Monterey, CA, June 18, 2010.
4. **Anne Sullivan**, Sherol Chen, Michael Mateas. From Abstraction to Reality: Integrating Drama Management into a Playable Game Experience. In *Proceedings of the AAAI 2009 Spring Symposium on Interactive Narrative Technologies II*, AAAI Press. Stanford, CA, March 23-25, 2009.
5. Sherol Chen, Mark Nelson, **Anne Sullivan**, Michael Mateas. Evaluating the Authorial Leverage of Drama Management. In *Proceedings of the AAAI 2009 Spring Symposium on Interactive Narrative Technologies II*, AAAI Press. Stanford, CA, March 23-25, 2009.

### Poster and Demonstration Presentations

1. Joshua McCoy, Mike Treanor, **Anne Sullivan**, Ben Samuel, Aaron Reed. Ensemble Design Tool. In *Proceedings of the Experimental AI in Games Workshop (EXAG)* co-located with Artificial Intelligence in Interactive Digital Entertainment (AIIDE) 2015.
2. Sherol Chen, **Anne Sullivan**, Chris Lewis, Noah Wardrip-Fruin, Michael Mateas. Intelligent Interactive-Stories: Theory versus Practice. Poster at *Game Developer's Conference*, San Francisco, CA, March 23-27, 2009.
3. **Anne Sullivan**, Sherol Chen, Michael Mateas. Integrating Drama Management into an Adventure Game. In *Proceedings of the Fourth Annual Conference on Artificial Intelligence and Interactive Digital Entertainment*, AAAI Press. Stanford, CA, October 22-24, 2008.

### Invited Talks and Presentations

1. **Lecture.** "Color Theory and Design", Nimble Fingers Quilt Guild, June 2016.
2. **Lecture.** "Modern Quilts from Digital Tools", QuiltCon, February 2016.
3. **Moderator.** "'Getting & Staying Creative, Keeping the Mojo Burning", QuiltCon, February 2016.
4. **Lecture.** "An Overview of Computational Crafting", American University, April 2015.
5. **Lecture.** "Color Theory and Design", Bay Area Modern Quilt Guild, September 2014.
6. **Webinar.** "Quilt Design a Day: Discovering Your Creative Process", Modern Quilt Guild, August 2014.  
*Webinar given to 500 attendees, and also made available to the ~10,000 members of the international Modern Quilt Guild for later viewing.*
7. **Demo.** "Applied Color Theory", South Bay Area Modern Quilt Guild, August 2014.
8. **Demo.** "Applied Color Theory", Silicon Valley Modern Quilt Guild, July 2014.
9. **Panelist.** Girls, Games, and Getting to the First Day, *Grace Hopper Celebration of Women in Computing* (GHC 2010), Atlanta, Georgia, September 28 – October 2, 2010.

## Technical Reports

1. Mirjam P. Eladhari, Anne Sullivan, Gillian Smith, Josh McCoy. AI-Based Game Design: Enabling New Playable Experiences. Technical Report UCSC-SOE-11-27, 2011.
2. Anne Sullivan, Gillian Smith. Lessons from COSMOS: Four Years of Iteration on a Game Design Course. Technical Report UCSC-SOE-11-15, 2011.
3. Adam M. Smith, Chris Lewis, Kenneth Hullett, Gillian Smith, Anne Sullivan. An Inclusive Taxonomy of Player Modeling. Technical Report UCSC-SOE-11-13, 2011.

## Creative Activity

### Juried Shows – International

1. *Modern Quilt Guild Quilt of the Month*, 2017. Month to be announced.  
*Will be emailed out to the ~10,000 members of the international Modern Quilt Guild, as well as be shown at QuiltCon 2018.*
2. *Modern Quilt Guild Quilt of the Month*, 2016. March 2016.  
*Will be emailed out to the ~10,000 members of the international Modern Quilt Guild, as well as be shown at QuiltCon 2017.*
3. *Modern Quilt Guild Quilt Show*, QuiltCon 2016, Pasadena, CA. February 2016.  
*Quilt show for the Modern Quilt Guild, expected ~20,000 attendees.*
4. *Modern Quilt Guild Quilt of the Month*, 2015. September 2015.  
*Emailed out to the ~10,000 members of the international Modern Quilt Guild and will also be shown at QuiltCon 2016.*
5. *Modern Quilt Guild Quilt Show*, QuiltCon 2015, Austin, TX. February 2015.  
Judged by Carolyn Friedlander, Stevii Graves, and Janine Vangool.  
*Quilt show for the Modern Quilt Guild, ~20,000 attendees.*

### Juried Shows – Regional

1. *Baltimore Modern Quilt Guild: A View of Modern Quilting*, Towson Art Collective, Towson, MD. November 2015.
2. *Amish: A Modern Muse*, San Jose Museum of Quilts and Textiles, San Jose, CA. November 2014.  
Curated by Joe Cunningham.

## Exhibitions

1. *Games are for Everyone: Sign a Quilt Heart*, hosted by the International Game Developer's Association at the Game Developer's Conference, San Francisco, CA. March 2015.

## Media Exposure

1. Antique Amish quilts inspire today's fabric artists. Kathryn Loosli Pritchett, San Jose Mercury News, 2014-11-14. [http://www.mercurynews.com/home-garden/ci\\_26916589/antique-amish-quilts-inspire-todays-fabric-artists](http://www.mercurynews.com/home-garden/ci_26916589/antique-amish-quilts-inspire-todays-fabric-artists)
2. Photos: See quilts from exhibitions at San Jose Museum of Quilts & Textiles. Mark Dufrene, San Jose Mercury News, 2014-11-12. <http://photos.mercurynews.com/2014/11/12/photos-see-quilts-from-exhibitions-at-san-jose-museum-of-quilts-textiles/#12>
3. Guest on *Me Being Crafty* podcast. Episode 003: Anne Sullivan of Play Crafts. November 6, 2014.
4. Confession: I'm a crafter. Guest article on The Anita Borg Institute website. 2014-10-30 <http://anitasquilt.org/2014/10/30/confession-im-a-crafter/>
5. The Santa Cruz Video Game Revolution. Neal Soldofsky, Santa Cruz Weekly, 2010-12-14. [http://news.santacruz.com/2010/12/14/the\\_santa\\_cruz\\_video\\_game\\_revolution](http://news.santacruz.com/2010/12/14/the_santa_cruz_video_game_revolution)
6. An unexplored realm for dialogue research: Social role-playing games. Matthew Marge, Speech and Language Processing Technical Committee Newsletter, 2010-11-16. <http://www.signalprocessingsociety.org/technical-committees/list/sl-tc/spl-nl/2010-11/social-role-playing-games/>
7. Meeting of the minds at UCSC Research Review Day. Tovin Lapan, The Santa Cruz Sentinel. 2010-10-22. [http://www.santacruzsentinel.com/localnews/ci\\_16403890](http://www.santacruzsentinel.com/localnews/ci_16403890)

## Grants

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### Internal

1. Co-PI, "Atelier Games Project." American University Mellon Fund Research Support Grant. November 2015. Co-PI: Christopher Totten, American University, Art Department.

## Teaching and Advising

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### Courses

- Spring 2016    **CSC 535:** User Interface Analysis and Design – American University  
Undergraduate Enrollment: 25  
*Restructured class from ground up with new syllabus, activities and lectures.*
- Winter 2012    **CMPS 179:** Game Design Practicum – University of California, Santa Cruz  
Undergraduate Enrollment: 27  
*Restructured class from ground up with new syllabus, activities and lectures.*

### Other Teaching

- 2010    **Lead Instructor**, COSMOS, Santa Cruz, CA  
California State Summer School for Mathematics and Science  
Cluster 5 – Technologies of Fun: Game Graphics, AI, and Network in Code  
*Designed and taught a one month summer program teaching game design and programming to high school students.*
- 2007 – 2010    **Teaching Assistant**, University of California, Santa Cruz.  
*Foundations of Game Design (2007-2010)* – Created lectures for weekly labs with a focus on accessibility for multiple learning styles.  
*Introduction to Computer Programming (2010)* – Lectured based on student inquiries.  
*Virtual Worlds on the Web (2009)* – Gave lectures in lab sections, taught HTML, VRML and Flash.
- 2007 – 2008    **Teaching Assistant**, COSMOS, Santa Cruz, CA.  
California State Summer School for Mathematics and Science.  
Cluster 5 – Technologies of Fun: Game Graphics, AI, and Network in Code  
*Worked closely with high school students to help them learn programming and create games using Python.*

## Service and Professional Development

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### Conference and Workshop Organization

1. Co-Chair, *{Craft, Game} Play Workshop*, Co-Chair, June 25, 2015, Monterey, CA. Co-located with FDG 2015.
2. Web Communications Chair, *Foundations of Digital Games 2015*, June 22-25, 2015. Monterey, CA.
3. Organization Committee, *Costumes and Wearables as Game Controllers Studio*, January 13, 2015, Palo Alto, CA. Co-located with Tangible, Embedded and Embodied Interaction 2015.
4. Web Communications Chair, *Foundations of Digital Games 2014*, April 3-7, 2014, Fort Lauderdale, FL.
5. Co-Chair, *Workshop on Research Prototyping for Games*, May 29, 2012, Raleigh, NC. Co-located with FDG 2012.

### Conference Program Committees

This list does not list all conferences for which I have served as a reviewer.

1. Reviewer, *Indie Arcade: Coast to Coast*, January 16, 2016, Smithsonian American Art Museum, Washington, DC.
2. Program Committee, *The Eighth Workshop on Intelligent Narrative Technologies (INT8)*, November 14-15, 2015, Santa Cruz, CA. Co-located with AIIDE 2015.
3. Program Committee, *The Fourth Workshop on Social Believability in Games (SBG)*, November 14-15, 2015, Santa Cruz, CA. Co-located with AIIDE 2015.
4. Program Committee, *The Second Experimental AI in Games Workshop (EXAG)*, November 14-15, 2015, Santa Cruz, CA. Co-located with AIIDE 2015.
5. Program Committee, *The Fourth International Conference on Interactive Digital Storytelling (ICIDS 2011)*, November 28 –December 1, 2011, Vancouver, Canada.
6. Program Committee, *The Fourth Workshop on Intelligent Narrative Technologies (INT4)*, October 10-11, Palo Alto, CA. Co-located with AIIDE 2011.
7. Reviewer, *Think Design Play: 5<sup>th</sup> Digital Games Research Association Conference (DiGRA)*, September 14 – 17 2011, Utrecht, The Netherlands.



8. Reviewer, *Second Workshop on Procedural Content Generation in Games*, June 28, 2011, Bordeaux, France. Co-located with FDG 2011.

### **Other Organizational Activities**

1. Founder and organizer, *Quilt Design A Day*. Feb 18, 2014 – present. Online group of creatives who spend 15-20 minutes a day creating a quilt design. Currently >1000 members.
2. Founder and organizer, *Santa Cruz Makers*. May 2014 – June 2015. A local group of makers, hackers, crafters, artists and engineers with monthly gatherings in the summer. Currently ~350 members.

### **Journal Reviewing**

1. IEEE Transactions on Computational Intelligence and AI in Games (TCIAIG)
2. Computers in Entertainment (CIE)