

Academic Appointments

- 2018 – now **Assistant Professor**
Digital Media, College of Literature, Media, and Communication
Georgia Institute of Technology
Graduate Faculty, Digital Media
- 2016 – 2018 **Assistant Professor**
Digital Media, School of Visual Arts and Design
University of Central Florida
Graduate Faculty, Digital Media
Faculty, Text and Technology PhD Program
- 2015 – 2016 **Postdoctoral Fellow**
Computer Science, Game Lab, College of Arts and Science
American University

Education

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

Industry Experience

- 2012 – 2015 **Creative Director & Co-Founder**, 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 Games. 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

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.
Citations: 12 (Google Scholar, Sep 19, 2018)

Refereed Conference Publications

1. Emily Johnson, **Anne Sullivan**. BeadED Adventures: Using Tangible Game Artifacts to Assist STEM Learning. *To appear in Proceedings of the 6th International Academic Conference on Meaningful Play (Meaningful Play 2018)*, East Lansing, MI, October 11-13, 2018. Extended Abstract.
2. **Anne Sullivan**, Anastasia Salter, Gillian Smith. Games Crafters Play. In *Proceedings of the 13th International Conference on the Foundations of Digital Games (FDG 2018)*, Malmö, Sweden, August 7-10, 2018.

3. Anastasia Salter, Bridget Blodgett, **Anne Sullivan**. “Just Because It’s Gay”: Transgressive Design in Queer Coming of Age Visual Novels. In *Proceedings of the 13th International Conference on the Foundations of Digital Games (FDG 2018)*, Malmö, Sweden, August 7-10, 2018.
4. Emily Johnson, **Anne Sullivan**. Facilitating Undergraduate Experimental Game Design: A Pilot Study with Celestial Harmony. In *International Conference on Immersive Learning*, pp. 177-188. Springer, Cham, 2018. Missoula, Montana, June 24-29, 2018.
Acceptance rate: ~35%
5. **Anne Sullivan**, Joshua McCoy, Sarah Hendricks, Bri Williams. Loominary: Crafting Tangible Artifacts from Player Narrative. In *Proceedings of the Twelfth International Conference on Tangible, Embedded and Embodied Interactions (TEI 2018)*, Stockholm, Sweden, March 18-21, 2018.
Acceptance rate: 28%
6. **Anne Sullivan** and Anastasia Salter. A Taxonomy of Narrative-Centric Board and Card Games. In *Proceedings of the International Conference on the Foundations of Digital Games (FDG 2017)*, Cape Cod, Massachusetts, August 14 – 17, 2017.
Citations: 2 (Google Scholar, Sept 19, 2018)
Acceptance rate: 30%
7. Mike Treanor, Joshua McCoy, **Anne Sullivan**. A Framework for Playable Social Dialogue. In *Proceedings of the Twelfth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-16)*, Burlingame, California, October 8 – 12, 2016.
Citations: 1 (Google Scholar, Sep 19, 2018)
8. **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.
Citations: 11 (Google Scholar, Sep 19, 2018)
Acceptance rate: 29%
9. **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.
Citations: 6 (Google Scholar, Sep 19, 2018)
Acceptance rate: 27%

10. 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.
Citations: 22 (Google Scholar, Sep 19, 2018)
11. **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.
Citations: 2 (Google Scholar, Sep 19, 2018)
Acceptance rate: 29%
12. 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.
Citations: 11 (Google Scholar, Sep 19, 2018)
Acceptance rate: 29%
13. 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.
Citations: 54 (Google Scholar, Sep 19, 2018)
Acceptance rate: 29%
14. **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.
Citations: 2 (Google Scholar, Sep 19, 2018)
15. **Anne Sullivan**. 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)
Citations: 18 (Google Scholar, Sep 19, 2018)
16. 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.
Citations: 55 (Google Scholar, Sep 19, 2018)

Refereed Articles

1. **Anne Sullivan** and Gillian Smith. Designing Craft Games. *ACM Interactions* 24, 1 (December 2016), 38-41. DOI: <https://doi.org/10.1145/3019004>.
Citations: 2 (Google Scholar, Sep 22, 2018)

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. **Anne Sullivan**, Mirjam Palosaari Eladhari, Michael Cook. Tarot-Based Narrative Generation. In *Proceedings of the 10th Procedural Content Generation Workshop (PCG)* co-located with Foundations of Digital Games (FDG) 2018, Malmö, Sweden, August 7-10, 2018.
2. 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.
Citations: 1 (Google Scholar, Sep 19, 2018)
3. Gillian Smith, **Anne Sullivan**. The Five-Year Evolution of a Game Programming Course. In *Proceedings of the 43rd ACM Technical Symposium on Computer Science Education (SIGCSE 2012)*. Raleigh, NC, February 29-March 3, 2012.
Citations: 7 (Google Scholar, Sep 19, 2018)
4. **Anne Sullivan**, Michael Mateas, and Noah Wardrip-Fruin. 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.
Citations: 28 (Google Scholar, Sep 19, 2018)
5. **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.

Citations: 18 (Google Scholar, Sep 19, 2018)

6. 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.
Citations: 21 (Google Scholar, Sep 19, 2018)

Poster Presentations and Demonstrations

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 (GDC 2009)*, 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.

Peer-Reviewed Conference Presentations - International

1. **Anne Sullivan**, Gillian Smith, Josh Tanenbaum. "Storytelling in Computational Craft." Humanities, Arts, Science and Technology Alliance and Collaboratory (HASTAC 2017), Orlando, Florida, November 3 – 4, 2017. (Panel)
2. **Anne Sullivan**, Anastasia Salter, and John Murray. "Creating Tangible Artifacts from Player Narrative." Affiliations, Communities, Translations: Electronic Literature Organization Conference (ELO 2017), Porto, Portugal, July 18 – 22, 2017. (Panel)
3. **Anne Sullivan** and Anastasia Salter. Towards a Taxonomy of Narrative Analog Games. International Conference on the Foundations of Digital Games (FDG 2017), Cape Cod, Massachusetts, August 14 – 17, 2017.
4. **Anne Sullivan**, April Grow, Michael Mateas, Noah Wardrip-Fruin. The Design of Mismanor: Creating a Playable Quest-Based Story Game. International Conference on the Foundations of Digital Games (FDG 2012), Raleigh, North Carolina, May 30 – June 1, 2012.

5. **Anne Sullivan**, April Grow, Tabitha Chirrick, Max Stokols, Noah Wardrip-Fruin, Michael Mateas. Extending CRPGs as an Interactive Storytelling Form. Fourth International Conference on Interactive Digital Storytelling (ICIDS 2011), Vancouver, Canada, November 28-December 1, 2011.
6. **Anne Sullivan**, Michael Mateas, Noah Wardrip-Fruin. QuestBrowser: Making Quests Playable with Computer-Assisted Quest Design. 8th Digital Art and Culture Conference (DAC 2009), Irvine, CA, December 12-15, 2009.
7. **Anne Sullivan**. 2009. Gender-inclusive quest design in massively multiplayer online role-playing games. 4th International Conference on Foundations of Digital Games (FDG 2009), FL, April 26-30, 2009. (Doctoral Consortium)

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.
Citations: 22 (Google Scholar, Sep 19, 2018)
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.
Citations: 46 (Google Scholar, Sep 19, 2018)

Invited Talks and Presentations

1. **Lecture**. "Computational Craft: Digital Stories in Physical Spaces", Ruth Funk Center for Textile Arts, Florida Institute of Technology. Friends of Textiles Lecture Series. April 2018.
2. **Lecture**. "Crafting Digital Stories in Physical Spaces", California Polytechnic Institute. February 2018.
3. **Lecture**. "Broadening Participation in Interactive Storytelling Experiences", Rochester Institute of Technology. February 2018.
4. **Lecture**. "Broadening Participation in Interactive Storytelling Experiences", Worcester Polytechnic Institute. February 2018.

5. **Lecture.** “Broadening Participation in Interactive Storytelling Experiences”, Georgia Institute of Technology. February 2018.
6. **Lecture.** “Color in Modern Quilt Design”, Orlando Modern Quilt Guild, September 2017.
7. **Workshop.** “Design Elements and Principles in Quilt Design”, QuiltCon, February 2017.
8. **Lecture.** “You are Creative”, QuiltCon, February 2017.
9. **Lecture.** “Color Theory and Design”, Nimble Fingers Quilt Guild, June 2016.
10. **Lecture.** “Modern Quilts from Digital Tools”, QuiltCon, February 2016.
11. **Moderator.** ““Getting & Staying Creative, Keeping the Mojo Burning”, QuiltCon, February 2016.
12. **Lecture.** “Making Playable Stories Tangible”, Rensselaer Polytechnic Institute, February 2016.
13. **Lecture.** “Making Playable Stories Tangible”, University of Central Florida, January 2016.
14. **Lecture.** “An Overview of Computational Crafting”, American University, April 2015.
15. **Lecture.** “Color Theory and Design”, Bay Area Modern Quilt Guild, September 2014.
16. **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.
17. **Demo.** “Applied Color Theory”, South Bay Area Modern Quilt Guild, August 2014.
18. **Demo.** “Applied Color Theory”, Silicon Valley Modern Quilt Guild, July 2014.
19. **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.

Fellowships, Honors, and Awards

1. Invited Participant, Dagstuhl Seminar 17471: Artificial and Computational Intelligence in Games: AI-Driven Game Design. Schloss Dagstuhl. November 2017.
2. Invited Participant, Workshop on Computational Modeling in Games, Banff International Research Station for Mathematical Innovation and Discovery, Banff, Canada, May 2016

Creative Activity

Juried Group Shows and Festivals

International

1. *Playable Experiences*. Artificial Intelligence in Interactive Digital Entertainment (AIIDE), University of Alberta, Edmonton, Canada, November 13-17, 2018. *Vox Populi: The Ustradian Games*. Digital game with social modeling AI framework. Mike Treanor, Joshua McCoy, **Anne Sullivan**.
2. *Electronic Literature Organization Festival – Mind the Gap!* Centre de Design (DE) UQAM, Montreal, Canada, August 13-16, 2018. *Blocked Connections*. Quilts using QR technology and generated websites as a narrative experience. Anastasia Salter*, **Anne Sullivan***.
*Both creators put in the same amount of work and should be considered equally.
3. *SAAM Arcade*. Smithsonian American Art Museum, Washington, DC, August 5-6, 2017. *Loominary*. Digital game with physical loom interface. Loom uses raspberry pi and RFID technology. **Anne Sullivan**, Joshua McCoy, Sarah Hendricks, Bri Williams.
Acceptance rate: 26%
~20K attendees
4. *Electronic Literature Organization Festival*. Palacete Viscondes Balsemo, Porto, Portugal. July 18-22, 2017. *Loominary*. **Anne Sullivan**, Joshua McCoy, Sarah Hendricks, Bri Williams.

Curated Group Shows and Festivals

Exhibitions

1. *Quilts for Pulse*, part of the Resilience: Remembering Pulse exhibit, Orlando, FL. (regional)
Curated by Keri Watson.
2. *Quilt Design A Day*, special exhibit at QuiltCon 2017, Savannah, GA. (international)
Co-curated with Michelle Wilkie and Heather Grant.
21 quilts using the same photo and palette as inspiration using the techniques adopted by the Quilt Design A Day group.

3. *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. (regional)

Media Exposure

1. RFID Weaves a Tale with New Loom Technology. Claire Swedburg, RFID Journal, 2017-09-20. <http://www.rfidjournal.com/articles/view?16568>
2. New Fabric Interfaces Weave Together Textiles and Computers in Unexpected Ways. Grace Ballenger. Slate Future Tense. 2017-08-15. http://www.slate.com/blogs/future_tense/2017/08/15/fabric_interfaces_allow_users_to_interact_with_computers_in_new_ways.html
3. Live: Retro Arcade Game Exhibit Smithsonian Art Museum. Dr. Tarrin P Lupo, YouTube. 2017-08-06. <https://www.youtube.com/watch?v=isM9VMfiGXM&t=48s>
4. Smithsonian highlights indie game makers with museum arcade. Stephanie Chan. Venture Beat. 2017-07-10. <https://venturebeat.com/2017/07/10/smithsonian-highlights-indie-game-makers-with-museum-arcade/>
5. Smithsonian American Art Museum's Third Annual "SAAM Arcade" To Feature 40 Independent Games. Laura Baptiste. Smithsonian Newsdesk. 2017-06-28. <http://newsdesk.si.edu/releases/smithsonian-american-art-museum-s-third-annual-saam-arcade-feature-40-independent-games>
6. 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
7. 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>
8. Guest on *Me Being Crafty* podcast. Episode 003: Anne Sullivan of Play Crafts. November 6, 2014.
9. 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/>

10. The Santa Cruz Video Game Revolution. Neal Soldofsky, Santa Cruz Weekly, 2010-12-14.
11. An unexplored realm for dialogue research: Social role-playing games. Matthew Marge, Speech and Language Processing Technical Committee Newsletter, 2010-11-16. <http://archive.signalprocessingsociety.org/technical-committees/list/sl-tc/spl-nl/2010-11/social-role-playing-games/>
12. Meeting of the minds at UCSC Research Review Day. Tovin Lapan, The Santa Cruz Sentinel. 2010-10-22. <http://www.santacruzsentinel.com/general-news/20101022/meeting-of-the-minds-at-ucsc-research-review-day>

Grants

External

1. 2017. **Principal Investigator** (Co-PI Gillian Smith) (awarded)
“Code Crafters: Fostering Public Engagement in Computational Thinking by Leveraging Quilting Communities and Practices.” National Science Foundation. \$299,460
split between Georgia Institute of Technology and Worcester Polytechnic Institute
2. 2017. **Co-Principal Investigator** (PI Natalie Underberg-Goode) (declined)
“Coding the Arts.” VentureWell. \$25,607
3. 2017. **Principal Investigator** (Co-PI Matthew Dombrowski) (declined)
“Connected Comforts Project: Heart-to-Heart Communication”. Comcast. \$38,496

Internal

1. 2018. **Co-Principal Investigator** (PI Laura Levy) (awarded)
“Connecting Georgia Tech with the Future of eSports.” GVU Engagement Grant. \$4800
2. 2015. **Co-Principal Investigator** (PI Christopher Totten) (awarded)
“Atelier Games Project.” American University Mellon Fund Research Support Grant.
\$2500

Teaching and Advising

Courses

- Fall 2018 **LMC 6310:** Computers as an Expressive Medium – Georgia Tech
Graduate enrollment: 19
- Spring 2018 **DIG 3480:** Computer as a Medium – University of Central Florida (2 sections)
Mixed Mode – Online & Face-to-face
Undergraduate enrollment: 150 (section 1)
Undergraduate enrollment: 110 (section 2)
- Fall 2017 **DIG 3480:** Computer as a Medium – University of Central Florida
Mixed Mode – Online & Face-to-face
Undergraduate Enrollment: 150
- DIG 4725C:** Game Design Workshop – University of Central Florida
Undergraduate Enrollment: 54
- Summer 2017 **DIG 4725C:** Game Design Workshop – University of Central Florida
Undergraduate Enrollment: 56
- Spring 2017 **DIG 4725C:** Game Design Workshop – University of Central Florida
Undergraduate Enrollment: 30
- DIG 4630C:** Media Business Practices – University of Central Florida
Undergraduate Enrollment: 76
Digital Media business design and development
- Fall 2016 **DIG 4725C:** Game Design Workshop – University of Central Florida
Undergraduate Enrollment: 51
- DIG 4630C:** Media Business Practices – University of Central Florida
Undergraduate Enrollment: 143
- Spring 2016 **CSC 535:** User Interface Analysis and Design – American University
Undergraduate Enrollment: 25
User interface and user experience design.

Winter 2012 **CMPS 179: Game Design Practicum** – University of California, Santa Cruz
Undergraduate Enrollment: 27
Game design and prototyping.

Other Teaching

- 2017 **Lead Instructor**, Tech Sassy Girlz and CREATE, Orlando, FL
Video Game Camp
Co-directed, co-designed, and co-taught a one week summer program teaching game design and programming for middle school and high school girls from under-served populations in the community.
- 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 Processing 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.

Student Advising

1. 2018 – present. Committee, Sarah Schoemann, Digital Media PhD Candidate.
2. 2017 – 2018. Committee, Taylor Howard, Texts & Technology PhD Candidate.
3. 2017 – 2018. Committee, Laura Moeller, Texts & Technology PhD Candidate.
4. 2017 – 2018. Committee, Amy Vanschaik, Texts & Technology PhD Candidate.

5. 2017 – 2018. Mentor, Erika Heredia, Texts & Technology PhD student.
6. 2017 – 2018. Jonathan Rios, Digital Media graduate student.

Service and Professional Development

Conference and Workshop Organization

1. 2018. **Co-Chair**, *Procedural Content Generation Workshop*, August 7, Malmö, Sweden. Co-located with Foundations of Digital Games (FDG) 2018.
2. 2017. **Co-Chair**, *{Craft, Game} Play Workshop*, November 4, Orlando, FL. Co-located with Humanities, Arts, Science and Technology Alliance and Collaboratory (HASTAC) 2017.
3. 2017. **Co-Chair**, *Doctoral Consortium*, October 7-8, Snowbird, UT. Co-located with Artificial Intelligence in Interactive Digital Entertainment (AIIDE) 2017.
4. 2017. **Co-Chair**, *Social Justice and Computational Creativity*, April 20, Atlanta, GA. Co-located with International Conference on Computational Creativity (ICCC) 2017.
5. 2015. **Co-Chair**, *{Craft, Game} Play Workshop*, June 25, Monterey, CA. Co-located with Foundations of Digital Games (FDG) 2015.
6. 2015. **Web Communications Chair**, Foundations of Digital Games (FDG) 2015, June 22-25, 2015. Monterey, CA.
7. 2015. **Organization Committee**, *Costumes and Wearables as Game Controllers Studio*, January 13, Palo Alto, CA. Co-located with Tangible, Embedded and Embodied Interaction (TEI) 2015.
8. 2014. **Web Communications Chair**, Foundations of Digital Games (FDG) 2014, April 3-7, 2014, Fort Lauderdale, FL.
9. 2012. **Co-Chair**, *Workshop on Research Prototyping for Games*, May 29, 2012, Raleigh, NC. Co-located with Foundations of Digital Games (FDG) 2012.

Conference Program Committees

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

1. 2018. **Program Committee**, Foundations of Digital Games, August 7-10, 2018. Malmö, Sweden.
2. 2018. **Program Committee**, *ACM CHI Conference on Human Factors in Computing Systems*, April 21-26, 2018. Montreal, Canada.
3. 2017. **Program Committee**, *Experimental Artificial Intelligence in Games*, October 5-6, 2017. Snowbird, UT. Co-located with AIIDE 2017.
4. 2017. **Program Committee**, *Foundations of Digital Games*, August 14-17, 2017, Cape Cod, MA.
5. 2017. **Program Committee**, *Non-Player Characters & Social Believability in Games*, August 14, 2017, Cape Cod, MA. Co-located with FDG 2017.
6. 2016. **Reviewer**, *Indie Arcade: Coast to Coast*, January 16, 2016, Smithsonian American Art Museum, Washington, DC.
7. 2015. **Program Committee**, *The Eighth Workshop on Intelligent Narrative Technologies (INT8)*, November 14-15, 2015, Santa Cruz, CA. Co-located with AIIDE 2015.
8. 2015. **Program Committee**, *The Fourth Workshop on Social Believability in Games (SBG)*, November 14-15, 2015, Santa Cruz, CA. Co-located with AIIDE 2015.
9. 2015. **Program Committee**, *The Second Experimental AI in Games Workshop (EXAG)*, November 14-15, 2015, Santa Cruz, CA. Co-located with AIIDE 2015.
10. 2011. **Program Committee**, *The Fourth International Conference on Interactive Digital Storytelling (ICIDS 2011)*, November 28 –December 1, 2011, Vancouver, Canada.
11. 2011. **Program Committee**, *The Fourth Workshop on Intelligent Narrative Technologies (INT4)*, October 10-11, Palo Alto, CA. Co-located with AIIDE 2011.
12. 2011. **Reviewer**, *Think Design Play: 5th Digital Games Research Association Conference (DiGRA)*, September 14 – 17 2011, Utrecht, The Netherlands.

13. 2011. **Reviewer**, *Second Workshop on Procedural Content Generation in Games*, June 28, 2011, Bordeaux, France. Co-located with FDG 2011.

University

University Level

1. 2017-2018. **Faculty Senate**, University of Central Florida.
2. 2017-2018. **University Undergraduate Policy and Curriculum Committee**, University of Central Florida.

College Level

1. 2016-2018. **Texts & Technology PhD Admissions Committee**, University of Central Florida.

School Level

1. 2017-2018. **Partnership Committee**, University of Central Florida.
2. 2016-2018. **Digital Media Admissions Committee**, University of Central Florida.
3. 2016-2018. **School of Visual Arts & Design Graduate Curriculum**, University of Central Florida.
4. 2016-2017. **Search Committee (2 instructor positions)**. Diversity advocate. University of Central Florida.

Other Organizational Activities

5. 2017-2018. **Educational Coordinator**, Orlando Modern Quilt Guild. Currently 100 members (as of January 22, 2018).
6. 2014-2017. **Founder and organizer**, *Quilt Design A Day*. Feb 18, 2014 – Sep 2017. Online group of creatives who spend 15-20 minutes a day creating a quilt design. Currently 1557 members (as of January 22, 2018).
7. 2014-2015. **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 614 members (as of January 22, 2018).

Journal Reviewing

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