**RYANBOWN** Curriculum Vitae

**Contact Information**

Ryan Bown Phone: (801) 581-5460

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**Education**

**Master of Fine Arts - Entertainment Arts and Engineering, University of Utah, Salt Lake City, UT**

September 2010 - May 2012

* Thesis: MDA Framework (Mechanics- Dynamics- Aesthetics)
* Game creation with interdisciplinary teams using Unreal Tech, Unity 3D and XNA • Character Modeling TA

**Bachelor of Fine Arts - Sculpture, Brigham Young University, Provo, UT**

September 2004 - May 2008, Post-Bac 2009 - 2010

* Emphasis: Experimental sculpture
* **Center for Animation,** Post Bachelorette
* Art Directed first published game at BYU: Out of Darkness

**Associate of Art and Science**, Utah Valley University, Orem, UT September 2002- May 2004

**Art Center College of Design**, Pasadena, CA**,** 1999

* Course Studies: Painting, Illustration, Design, Materials

**Academic Positions**

**Associate Professor (Lecturer)**

**University of Utah, Entertainment Arts Engineering, Salt Lake City UT**

July 2019- present

* Director, Master of Entertainment Arts and Engineering Program (MEAE)
* Chair, Learning Outcomes Management Committee
* Chair, IGDA Game Education SIG

**Assistant Professor (Lecturer)**

**University of Utah, Entertainment Arts Engineering, Salt Lake City UT**

July 2013 – June 2019

* Chair, EAE Curriculum Committee
* Director and Co-Founder of S.T.A.G.E Working Group
* CPDC Faculty Recognition Award, 2016 & 2019
* Early Career Teaching Award, 2018

**Associate Instructor**

**University of Utah, Entertainment Arts Engineering, Salt Lake City UT**

July 2012 –June 2013

* Created and restructured multiple courses to match current industry pipelines • EAE summer camp instructor

**Adjunct Professor**

**Neumont University, Software & Game Development, South Jordan UT**

January 2012 – September 2013

* Created curriculum for several game art courses
* Taught game arts and game design

**Industry Experience**

**AD Software, Owner/ 3D Artist, Salt Lake City, UT**

May 2009 - Current

* Rapid prototyping and visualization in Unreal Engine (UDK/ UE3/ UE4/UE5)
* Create target art for mobile and PC game pitches
* Recreate commission sites with proposed art work by award winning (NEA) artist

**Disney/ Avalanche, Game architecture Intern, *Disney Infinity & Disney Infinity 2.0*, Salt Lake City, UT** June 2013 – January 2014

* Design and script gameplay events in proprietary engine
* Work with designers to block out, design and prototype gameplay

**Utah Game Forge, Environmental Artist and Designer Intern, *Tactical Measure*, Salt Lake City, UT** January 2012 - May 2012

* Created and scripted levels using notepad
* Awarded honorable mention for design from Microsoft’s Imagine Cup US Competition • Distributed on XBOX Live indie arcade

**Game Makers Anonymous, Environmental Artist and Game Designer, Essencezz, Salt Lake City, UT March 2011 - July 2011 (contract)**

* Art Director
* 3D modeler and texture artist

**Heartcore Games, Level Designer, Project Stealth, Netherlands**

**June 2010 - June 2011**

* Designed and blocked out a game level (asylum) as a member of an indie co-op team
* Worked collaboratively with members from over ten different countries • IndieDb's Indie of the Year, 2010

**Publications/ Works Cited**

**Creative Work (Book)**

Bown R., Salisbury B., (12/15/2020)

 The Art Exhibit at ICIDS 2019 Art Book

 Chair, Head Curator, Lead Designer

 ETC Press, Pittsburgh, PA

**Juried Art Exhibit (Catalog)**

Bown R., Salisbury B., (11/20/19)

 The Art Exhibit at ICIDS 2019: The Expression of Emotion in Humans and Technology Designed and compiled 28 page show catalog (cover and contents)

**Workshop (Extended Abstract)**

Bown R., Freyjadis S., Altizer R., (10/28/18)

Visualizing Your Personal Framework: Principles, Methods, Programs (PMP),

Chi Play 2018 Games Education Workshop, 10/28-2018 – 10/31, 2018, Melbourne AUS

**Creative Work (Book Chapter)**

 Bown R., Olson, Gabe. (2017)

 Avatar Assembled: The Social and Technical Anatomy of Digital Bodies

 Chapter 25. Perspective and Physics: Frames for Play Peter Lang Publishing, New York, NY

**Creative Work (Refereed)**

Jensen, M., Casucci, T., Bown, R., Runburg, M., Butcher, K., Altizer, R., (2015)

Research Quest (Dino Lab): Critical Thinking through Video Games and Interdisciplinary

Collaboration, Foundations of Digital Games Conference, 06/22/2015 - 06/25/2015, Pacific Grove, CA

**Posters (Refereed)**

 Jensen, M., Casucci, T., Bown, R., Runburg, M., Altizer, R., (2015)

Research Quest: Six Design Boxes and Six Iterations towards a Game to Teach Critical Thinking, Foundations of Digital Games Conference, 06/22/2015 - 06/25/2015, Pacific Grove, CA

**Grants**

**Base Engineering Equipment Fund (BEEF), 2023 - $73,285**

Funding Agency: Infrastructure and Laboratories for the School of Computing

PI: Ryan Bown

Production Lab

**Collins Aerospace (2022 – 2023) – $159,899** Funding Agency: Collins Aerospace

 PI: Ryan Bown, Co-PIs Mark Van Langeveld, STAGE

Developing procedural workflows for simulation

**Base Engineering Equipment Fund (BEEF), 2020 - $36,077**

Funding Agency: Infrastructure and Laboratories for the School of Computing

PI: Ryan Bown, Co PIs: Robert Kessler

The Equitable Technology Initiative (ETI) addresses access to hardware and software needed by undergraduate Game developers to be successful during their capstone projects

**Collins Aerospace (2019 – 2021) – $502,989**

Funding Agency: Collins Aerospace

 PI: Ryan Bown, Co-PIs Mark Van Langeveld, STAGE

 Developing procedural workflows for simulation

**Microsoft Mixed Reality Grant (2018) - $50,000**

130 MR headsets for Rapid Prototyping

 Workshop and training with Microsoft’s MR team

**Base Engineering Equipment Fund (BEEF), 2016 - $40,321**

Funding Agency: Infrastructure and Laboratories for the School of Computing

PI: Ryan Bown, Co PIs: Robert Kessler, Mark Van Langeveld

The EAE Array is a photogrammetric lab consisting of 72 ultra-megapixel Digital SLR cameras synced within a fully controlled environment; to produce CGI quality models and textures for video games, machinima, and 3D printing.

**Simulation/ Rockwell Collins III (2016) - $48,000**

Funding Agency: Rockwell Collins

PI: Roger Altizer, Co PIs: Ryan Bown, Mark Van Langeveld

Gamification of Simulation Training. Test and assessment

**Simulation/ Rockwell Collins II (2015-2018) - $987,385** Funding Agency: Rockwell Collins

PI: Ryan Bown, Co PIs: Mark Van Langeveld

Research simulation and game engines, create tools to move assets with classification in between multiple software packages. Create new 3D military asset library

**Simulation and Games for Adaptive Sports Equipment (2015-2018) - $300,000**

 Funding Agency: Rosenblatt Foundation

 PI: Jeffrey Rosenblatt CO PIs: Roger Altizer, Ryan Bown, Jose Zagal

Create a universal controller and game, which allows users to set their own inputs and test it in a virtual world

**Adaptive Skiing Technology for Tetraplegics (2015) - $60,000**

Funding Agency: TRAILS

 PI: Roger Altizer CO PIs: Ryan Bown

**Research Quest (2014-2016) - $122,500**

Funding Agency: Natural History Museum of Utah PI: Roger Altizer, Co PIs: Jose Zagal, Ryan Bown

Worked with a variety of teachers, students, and experts to design and develop a videogame based on paleontology to teach 6th grade students critical thinking.

**Air-Play (2014-2015) - $34,125** Funding Agency: UCAIR Grant

PI: Roger Altizer, Co PIs: Jose Zagal, Ryan Bown, Kerry Kelly

Received a grant to create a videogame to educate high school students about actions they can take and the policies that affect air quality in the Wasatch Front.

**Collaboration Connect (2014-2015) - $57,000**

Funding Agency: Health Sciences Research Institute PI: Roger Altizer, Co PIs: Ryan Bown

Worked with faculty and medical data managers and clinicians to create an entertaining tool to make finding research collaborators easier at the University of Utah.

**3D Scanning Lab (2014-2016) - $25,000**

Funding Agency: Entertainment Arts and Engineering PI: Ryan Bown, CO PIs: Mark Van Langeveld

Wrote proposal, budget, and got approved a multi-phase build out (24-36 cameras for heads and 120 cameras for full body scanning. Phase I- $25,000, Total project- $150,000

**Talks/ Presentations/ Panels**

* ‘Myths of World Building: Creating Art for Games. Invited talk/ presentation, workshop and portfolio reviews, University of Northern Texas, 03/06/2024 - 03/072024.
* ‘MEAE Curriculum’ 1st Utah Winter Games Summit, University of Utah Campus, Salt Lake City, Utah, Bown R., 04/04/2024 - 04/06/2024
* ‘STEAM POWERED 2021’ PREP ALL YEARS-Career Speaker, Salt Lake City School District, Webinar, Bown R., 06/21/2021
* ‘STEAM POWERED 2020’ PREP ALL YEARS-Career Speaker, Jordan School District, Webinar, Bown R., 07/15/2020
* ‘IGDA Building Blocks of a Video Game Curriculum: A Guild to a New Type of Framework’ (Panel Discussion) Foundations of Digital Games Conference, California Polytechnic State University,

San Luis Obispo, CA, USA. Freyjadis S., (Mediator), Bown R., Phelps A., 08/26/2019 - 08/30/2019

* ‘IGDA Building Blocks of a Video Game Curriculum: A Guild to a New Type of Framework’ (Game Educators Symposium), Foundations of Digital Games Conference, California Polytechnic State University, San Luis Obispo, CA, USA. Bown R., (presenter) Olson G., Brown A., 08/26/2019 08/30/2019
* ‘Teaching with Twitch’, Foundations of Digital Games Conference (Game Educators Symposium), Foundations of Digital Games Conference, California Polytechnic State University, CA, USA. Bown R., (presenter) Olson G., Brown A., 08/26/2019 - 08/30/2019
* ‘Making Your Classroom aLIVE’ University of Utah Annual Teaching Symposium 2019, University of Utah, Salt Lake City, UT, USA. Bown R., 08/12/2019
* ‘The Building Blocks of a Videogame Curriculum’ workshop given to Digital Games Research Association Conference, Ritsumeikan University, Kyoto, Japan. Bown R., Altizer R., (presenters), Freyjadis S., Sellers M., 08/06/2019
* ‘Teaching with Twitch’ workshop given to Digital Games Research Association Conference, Ritsumeikan University, Kyoto, Japan. Brown A. (presenter), Olson G., Bown R,. 08/06/2019
* ‘The IGDA Framework: The Building Blocks of a Video Game Curriculum’ Gotland Game Conference 2019, Education Symposium, Uppsala University, Visby, Sweden. Seller M., Bown R., Freyjadis S., Altizer R., 06/07/2019
* ‘Making your Classroom aLIVE, Curriculum’ Gotland Game Conference 2019, Education Symposium, Uppsala University, Visby, Sweden. Bown R., Brown A., Olson G., 06/08/2019
* ‘Visualizing Your Personal Framework: Principles, Methods, Programs (PMP)’ Chi Play 2018 Games Education Workshop, Melbourne, Australia. Bown R., Freyjadis S., Altizer R., 10/28/2018
* ‘IGs, Games, Synergistic Innovation or How to Make All the Toys Play Together’ Visual Systems Technology Seminar: STS University, University of Central Florida, Orlando, Florida, USA. Altizer

R., Bown R., Van Langeveld M., 06/14/2018

* ‘Game Design and STEAM’ Olympus High School Career Day, Olympus High School, Holladay, UT, USA. Bown R., 2018
* ‘STEAM POWERED’ Little Cottonwood Canyon YM & YW, Sandy, UT, USA. Bown R., 01/03/2018
* ‘Games and Production’ Kansas State University, Webinar, Bown R., 10/25/2017
* ‘STEAM POWERED’ Utah Valley University Career Awareness Presenter, UVU PREP summer program, Utah Valley University, Orem, UT, USA. Bown R., 06/26/2017
* ‘EAE: Art & Technical Art in Games’ Brigham Young University Center of Animation, Provo, UT, USA. Salisbury B., Bown R., 01/28/2016, 12/14/2016, 11/06/2019
* ‘Let’s Play: Solving Problems Through Iteration’ Eisenhower Junior High School Paleontology Club, Salt Lake City, UT, USA, Bown R., 2015, digital media and games. 12/07/2015
* Rockwell Collins, I/ITSEC, Altizer R., Bown R., Van Langeveld M., 12/02/2015
* ‘Scared To Death’ Leonardo Museum Panel, 2013, digital media and games. 10/10/2013

**Classes Taught**

**University of Utah, Salt Lake City, UT**

**Fall 2020**

**EAE 3620 (001) Environmental Art for Games I** Credits 3 Evals Processed: 18 I7: 5.44 Sch Avg: 5.12 I15: 5.83 Sch Avg: 5.26

**EAE 3625 (002) Environmental Art for Games II** Credits 3 Evals Processed: 4

 I7: 6.00 Sch Avg: 5.12 I15: 6.00 Sch Avg: 5.26

**EAE 3630 (001) Hard Surface Modeling** Credits 3 Evals Processed: 11

 I7: 5.64 Sch Avg: 5.12 I15: 5.64 Sch Avg: 5.26

**EAE 6100 (001/002) Rapid Prototyping** Credits 4 Evals Processed: 20 I7: 5.58 Sch Avg: 5.12 I15: Sch 5.65 Avg: 5.26

**EAE 6620 (002) Environmental Art for Games II** Credits 3 Evals Processed: 4

 I7: 6.00 Sch Avg: 5.12 I15: 6.00 Sch Avg: 5.26

**Spring 2020**

 **EAE 3670 (001) Texturing For 3D** Credits 3 Evals Processed: 12

 I7: 6.00 Sch Avg: 5.12 I15: 5.92 Sch Avg: 5.26

**EAE 3670 (003) Texturing For 3D** Credits 3 Evals Processed: 11 I7: 5.55 Sch Avg: 5.12 I15: 5.64 Sch Avg: 5.26

## **EAE 3675 (001) Texturing For 3D II** Credits 3 Evals Processed: 3

 I7: 6.00 Sch Avg: 5.12 I15: 6.00 Sch Avg: 5.26

**EAE 4950 (004) Independent Study** Credits 3 Evals Processed: -

 I7: - Sch Avg: - I15: - Sch Avg: -

**EAE 6110 (001) Game Projects I** Credits 4 Evals Processed: 33 I7: - 5.21 Sch Avg: - 5.12 I15: - 5.56 Sch Avg: 5.26

## **EAE 6670 (001) Texturing For 3D I** Credits 3 Evals Processed: 3

 I7: 6.00 Sch Avg: 5.12 I15: 6.00 Sch Avg: 5.26

# Fall 2019

**EAE 3620 (001) Environmental Art for Games I** Credits 3 Evals Processed: 9

 I7: 5.00 Sch Avg: 5.11 I15: 5.00 Sch Avg: 5.24

**EAE 3625 (002) Environmental Art for Games II** Credits 3 Evals Processed: 6

 I7: 5.50 Sch Avg: 5.11 I15: 5.67 Sch Avg: 5.24

**EAE 3630 (001) Hard Surface Modeling** Credits 3 Evals Processed: 5

 I7: 5.40 Sch Avg: 5.11 I15: 5.00 Sch Avg: 5.24

**EAE 6100 (001) Rapid Prototyping** Credits 4 Evals Processed: 37

 I7: 5.61 Sch Avg: 5.11 I15: 5.54 Sch Avg: 5.24

**EAE 6620 (002) Environmental Art for Games II** Credits 3 Evals Processed: 6 I7: 5.50 Sch Avg: 5.11 I15: 5.67 Sch Avg: 5.24

**Summer 2019** YETEC 141

 **Spring 2019**

**EAE 3670 (001) Texturing For 3D** Credits 3 Evals Processed: 8

 I7: 5.62 Sch Avg: 5.11 I15: 5.50 Sch Avg: 5.24

**EAE 3670 (003) Texturing For 3D** Credits 3 Evals Processed: 6

 I7: 5.83 Sch Avg: 5.11 I15: 5.67 Sch Avg: 5.24

**EAE 3675 (001) Texturing For 3D II** Credits 3 Evals Processed: 5 I7:6.00 Sch Avg: 5.11 I15: 6.00 Sch Avg: 5.24

**EAE 6110 (001) Game Projects I** Credits 4 Evals Processed: 17 I7: 5.29 Sch Avg: 5.11 I15: 5.35 Sch Avg: 5.24

**EAE 6670 (001) Texturing For 3D I** Credits 3 Evals Processed: 5 I7: 6.00 Sch Avg: 5.11 I15: 6.00 Sch Avg: 5.24

**Fall 2018**

**EAE 3620 (001) Environmental Art for Games** Credits 3 Evals Processed: 9

##  I7: 5.67 Sch Avg: 5.10 I15: 5.78 Sch Avg: 5.24

**EAE 3625 (002) Environmental Art for Games II** Credits 3 Evals Processed: 4

 I7: 5.75 Sch Avg: 5.10 I15: 5.75 Sch Avg: 5.24

**EAE 3630 (001) Hard Surface Modeling** Credits 3 Evals Processed: 3

 I7: 4.67 Sch Avg: 5.10 I15: 4.67 Sch Avg: 5.24

**EAE 6100 (001) Rapid Prototyping** Credits 4 Evals Processed: 26

 I7: 5.56 Sch Avg: 5.10 I15: 5.27 Sch Avg: 5.24

**EAE 6620 (002) Environmental Art for Games** Credits 3 Evals Processed: 4

 I7: 5.75 Sch Avg: 5.10 I15: 5.75 Sch Avg: 5.24

**EAE 6630 (001) Hard Surface Modeling** Credits 3 Evals Processed: 3I7: 4.67 Sch Avg: 5.10 I15: 4.67 Sch Avg: 5.24

**Summer 2018**

YETEC 138

YETEC 141

**Spring 2018**

**EAE 3670 (001) Texturing for 3D** Credits 3 Evals Processed: 9I7: 5.25 Sch Avg: 5.10 I15: 5.11 Sch Avg: 5.24

**EAE 3670 (002) Texturing for 3D** Credits 3 Evals Processed: 6

 I7: 5.83 Sch Avg: 5.10 I15: 5.83 Sch Avg: 5.24

**EAE 3675 (001) Texturing for 3D II** Credits 3 Evals Processed: 4

 I7: 5.00 Sch Avg: 5.10 I15: 5.25 Sch Avg: 5.24

**EAE 4950 (004) Independent Study** Credits 3 Evals Processed: 2I7: - Sch Avg: 5.10 I15: - Sch Avg: 5.24

**EAE 6110 (001) Game Projects I** Credits 4 Evals Processed: 25

 I7: 4.92 Sch Avg: 5.10 I15: 5.16 Sch Avg: 5.24

**EAE 6670 (001) Texturing for 3D** Credits 3 Evals Processed: 4

 I7: 5.00 Sch Avg: 5.10 I15: 5.25 Sch Avg: 5.24

**Fall 2017**

 **EAE 3620 (001) Environmental Art for Games** Credits 3 Evals Processed: 8

 I7: 5.75 Sch Avg: 5.10 I15: 5.75 Sch Avg: 5.23

**EAE 3625/ 6620 (001) Environmental Art for Games II** Credits 3 Evals Processed: 2

 I7: 5.00 Sch Avg: 5.10 I15: 4.50 Sch Avg: 5.23

**EAE 3630/6630 (001) Hard Surface Modeling** Credits 3 Evals Processed: 8

 I7: 5.80 Sch Avg: 5.10 I15: 6.00 Sch Avg: 5.23

 **EAE 4900/ (015) Hard Surface Modeling II** Credits 3 Evals Processed: 9

 I7: 5.67 Sch Avg: 5.10 I15: 5.89 Sch Avg: 5.23

**EAE 4950 (004) Independent Study** Credits 1-4 Evals Processed: 0I7: - Sch Avg: 5.10 I15: - Sch Avg: 5.23

**EAE 6100 Rapid Prototyping** Credits 4 Evals Processed: 36I7: 5.49 Sch Avg: 5.10 I15: 5.44 Sch Avg: 5.23

**Summer 2017**

YETEC 140

YETEC 142

YETEC 144

**Spring 2017**

 **EAE 3605/ 6605 (001) Adv. 3D Modeling Production** Credits 3Evals Processed: 14 I7: 5.43 Sch Avg: 5.10 I15: 5.62 Sch Avg: 5.23

**EAE 3610 (001) Adv. 3D Modeling Production II** Credits 3Evals Processed: 14

 I7: 5.43 Sch Avg: 5.10 I15: 5.62 Sch Avg: 5.23

 **EAE 3670/ 6670 (001) Texturing for 3D** Credits 3Evals Processed: 12 I7: 5.42 Sch Avg: 5.10 I15: 5.75 Sch Avg: 5.23

 **EAE 3675 (001) Texturing for 3D II** Credits 3Evals Processed: 12

 I7: 5.43 Sch Avg: 5.10 I15: 5.62 Sch Avg: 5.23

 **EAE 4950 (004) Independent Study** Credits 3Evals Processed: 0 I7: - Sch Avg: 5.10 I15: - Sch Avg: 5.23

 **EAE 6110 (001) Game Projects** I Credits 4 Evals Processed: I7: 5.06 Sch Avg: 5.10 I15: 5.11 Sch Avg: 5.2

 **Fall 2016**

 **EAE 4900/ 6900 (002) Hard Surface Modeling** Credits 3 Evals Processed: 10I7: 5.60 Sch Avg: 5.10 I15: 5.80 Sch Avg: 5.23

 **EAE 4900/ (015) Hard Surface Modeling II** Credits 3 Evals Processed: 9

 I7: 5.67 Sch Avg: 5.10 I15: 5.89 Sch Avg: 5.23

**EAE 4900/ 6900 (010) Environmental Art for Games** Credits 3 Evals Processed: 12

 I7: 5.42 Sch Avg: 5.10 I15: 5.75 Sch Avg: 5.23

**EAE 4900/ 6900 (016) Environmental Art for Games II** Credits 3 Evals Processed: 8

 I7: 5.62 Sch Avg: 5.10 I15: 5.75 Sch Avg: 5.23

**EAE 4950 (004) Independent Study** Credits 1-4 Evals Processed: 1I7: - Sch Avg: 5.10 I15: - Sch Avg: 5.26

**EAE 6100 Rapid Prototyping** Credits 4 Evals Processed: 37

 I7: 5.03 Sch Avg: 5.10 I15: 5.11 Sch Avg: 5.23

**EAE 6900 (004) Independent Study** Credits 1-4 Evals Processed: 1

I7: - Sch Avg: 5.10 I15: - Sch Avg: 5.26 **Spring 2016**

 **EAE 3605/ 6605 (001) Adv. 3D Modeling Production** Credits 3Evals Processed: 11

 I7: 5.82 Sch Avg: 5.10 I15: 5.82 Sch Avg: 5.23

 **EAE 4900/ 6900 (001) Texturing for 3D** Credits 3Evals Processed: 15

 I7: 5.93 Sch Avg: 5.10 I15: 5.93 Sch Avg: 5.23

**EAE 4900 (011) Texturing for 3D II** Credits 3Evals Processed: 13

 I7: 5.92 Sch Avg: 5.10 I15: 5.83 Sch Avg: 5.23

 **EAE 4900 (012) Adv. 3D Modeling Production II** Credits 3Evals Processed: 11 I7: 5.82 Sch Avg: 5.10 I15: 5.83 Sch Avg: 5.23

 **EAE 4950 (004) Independent Study** Credits 3Evals Processed: 0 I7: - Sch Avg: 5.10 I15: - Sch Avg: 5.23

 **EAE 6110 (001) Game Projects** I Credits 4 Evals Processed: 33 I7: 5.09 Sch Avg: 5.10 I15: 5.30 Sch Avg: 5.23

**Fall 2015**

 **EAE 4900/ 6900 (002) Hard Surface Modeling** Credits 3 Evals Processed: 11

 I7: 5.82 Sch Avg: 5.10 I15: 5.91 Sch Avg: 5.26

**EAE 4900 (007) Motion Capture, Scanning, and Rigging** Credits 3 Evals Processed: 7I7: 5.00 Sch Avg: 5.10 I15: 5.43 Sch Avg: 5.26

 **EAE 4900/ (015) Hard Surface Modeling II** Credits 3 Evals Processed: 11

 I7: 5.82 Sch Avg: 5.10 I15: 5.91 Sch Avg: 5.26

 **EAE 4900/ 6900 (010) Environmental Art for Games** Credits 3 Evals Processed: 17I7: 5.82 Sch Avg: 5.10 I15: 5.58 Sch Avg: 5.26

**EAE 4900/ 6900 (016) Environmental Art for Games II** Credits 3 Evals Processed: 17

 I7: 5.82 Sch Avg: 5.10 I15: 5.58 Sch Avg: 5.26

**EAE 4950 (004) Independent Study** Credits 1-4 Evals Processed: 0I7: - Sch Avg: 5.10 I15: - Sch Avg: 5.26

**EAE 6100 Rapid Prototyping** Credits 4 Evals Processed: 40

 I7: 5.55 Sch Avg: 5.10 I15: 5.32 Sch Avg: 5.26

**EAE 6900 (004) Independent Study** Credits 1-4 Evals Processed: 0I7: - Sch Avg: 5.10 I15: - Sch Avg: 5.26

 **Summer 2015**

YETEC 128 EAE 3D Modeling I

YETEC 129 EAE 3D Modeling II

YETEC 130 EAE 3D Modeling III

 EAE 4950 (002) Independent Study

**Spring 2015**

**EAE 3605/6605 Advanced 3D Character Production** Credits 3 Evals Processed: 13

 I7: 5.53 Sch Avg: 5.11 I15: 5.59 Sch Avg: 5.23

**EAE 3640/6640 Digital Figure Sculpting** Credits 3 Evals Processed: 14

 I7: 5.64 Sch Avg: 5.11 I15: 5.79 Sch Avg: 5.23

**EAE 4900/6900 (001) Texturing for 3D** Credits 3 Evals Processed: 16I7: 5.88 Sch Avg: 5.11 I15: 5.88 Sch Avg: 5.23

**EAE 4900 (011) Texturing for 3D II** Credits 3 Evals Processed: 16

 I7: 5.88 Sch Avg: 5.11 I15: 5.88 Sch Avg: 5.23

**EAE 4900 (012) Advanced 3D Character Production II** Credits 3 Evals Processed: 13

 I7: 5.46 Sch Avg: 5.11 I15: 5.59 Sch Avg: 5.23

**EAE 4950 (004) Independent Study** Credits 1-4 Evals Processed: 0

 I7: - Sch Avg: 5.11 I15: - Sch Avg: 5.23

**EAE 6130 Game Projects III** 4 Evals Processed: 37

 I7: 4.86 Sch Avg: 5.10 I15: 4.78 Sch Avg: 5.23

**EAE 6950 (004) Independent Study** Credits 1-4 Evals Processed: 0I7: - Sch Avg: - I15: - Sch Avg: -

**Fall 2014**

**EAE 3600/6600 (003) 3D modeling** Credits: 3 Evals Processed: 14 I7: 5.17 Sch Avg: 5.08 I15: 5.33 Sch Avg: 5.22

**EAE 3600/6600 (005) 3D modeling** Credits: 3 Evals Processed: 12

 I7: 5.55 Sch Avg: 5.08 I15: 5.55 Sch Avg: 5.22

**EAE 4900 (003) Environmental Art for Games** Credits: 3 Evals Processed: 16

 I7: 5.44 Sch Avg: 5.08 I15: 5.62 Sch Avg: 5.22

**EAE 4900/6950-004 Independent Study** Credits: 3 Evals Processed: 0

 I7: - Sch Avg: 5.08 I15: - Sch Avg: 5.22

**EAE 6120 Game Projects II** Credits: 4 Evals Processed: 41

 I7: 4.38 Sch Avg: 5.08 I15: 4.70 Sch Avg: 5.22

**Summer 2014**

CS/EAE Summer Camp, 3D Character Modeling

**Spring 2014**

**EAE 3600 3D modeling** Credits: 3 Evals Processed: 28

 I7: 5.62 Sch Avg: 5.14 I15: 5.7 Sch Avg: 5.25

**EAE 3640/ 6640 Digital Figure Sculpting** Credits: 3 Evals Processed: 16

 I7: 5.94 Sch Avg: 5.14 I15: 5.94 Sch Avg: 5.25

**EAE 4900/ 6900 (001) Texturing For 3D** Credits: 3 Evals Processed: 11

 I7: 5.3 Sch Avg: 5.14 I15: 5.55 Sch Avg: 5.25

**EAE 4900/ 6900 (002) Hard Surface Modeling** Credits: 3 Evals Processed: 11

 I7: 5.73 Sch Avg: 5.14 I15: 6 Sch Avg: 5.25

**EAE 4900 (003) Art In The Unreal Engine** Credits: 3 Evals Processed: 6 I7: 6 Sch Avg: 5.14 I15: 6 Sch Avg: 5.25

**Fall 2013**

**EAE 3600/6600 (002) 3D modeling** Credits: 3 Evals Processed: 12 I7: 5.5 Sch Avg: 5.09 I15: 5.67 Sch Avg: 5.23

**EAE 3600/6600 (003) 3D modeling** Credits: 3 Evals Processed: 15

 I7: 5.6 Sch Avg: 5.09 I15: 5.6 Sch Avg: 5.23

**EAE 3600/6600 (006) 3D modeling** Credits: 3 Evals Processed: 12

 I7: 5.5 Sch Avg: 5.09 I15: 5.73 Sch Avg: 5.23

**EAE 4900/6900 Environmental Art for Games** Credits: 3 Evals Processed: 4 I7: 6 Sch Avg: 5.09 I15: 6 Sch Avg: 5.23

**Spring 2013**

**CS 5963/6960, Texturing for 3D** Credits: 3 Evals Processed: 12

 I7: 5.42 Sch Avg: 5.12 I15: 5.58 Sch Avg: 5.24

**CS 5964/6964, Hard Surface Modeling** Credits: 3 Evals Processed: 11

 I7: 5.55 Sch Avg: 5.12 I15: 5.73 Sch Avg: 5.24

**Summer 2012**

CS/EAE Summer Camp, 3D Character Modeling

**Fall 2012**

**CS/FILM 3650/6050, 3D Modeling** Credits: 3 Evals Processed: 16 I7: 5.31 Sch Avg: 5.08 I15: 5.50 Sch Avg: 5.21

**Neumont University, South Jordan, UT**

**Summer 2013**

MTM230-S1, Digital Art and Music I (2 sections)

MTM330-S2, Digital Art and Music II (2 sections)

**Spring 2013**

GTA120-S1, Topics in Game Development (2 section)

GTA120-S2, Topics in Game Development (2 section)

**Spring 2012**

MTM230-S1, Digital Art and Music I

MTM330-S2, Digital Art and Music II

**Curriculum Development**

**Courses Created**

 **EAE 2600, Intro to 3D Modeling and Digital Sculpting (2021)** Co-created with Gabriel Olson

 Provided course description and learning outcomes

 Created assignments and weekly timeline

**EAE 4900/6900, Scanning and Photogrammetry for Games (2018)**

Created new assignments, grading rubric, and best practices for students using a variety of scanning techniques which included the following: multi camera scanning of persons, outdoor single lens scanning, and large aerial scanning with drones. **EAE 4900, Asset Pipeline (2017)**

Co-created with Mark Van Langeveld

Provided course description and learning objectives from 6410

**EAE 6900, Real Time VFX (2017)**

Co-created with Mark Van Langeveld

Provided course description and learning objectives

Established pipelines used in games from mobile to AAA

**EAE 6410, Game Production II: Asset Pipeline (2017)**

Co-created with Gabe Olsen and Robert Kessler

Provided course description and learning objectives

**EAE 4900, Digital Content Creation (2017)**

Co-created with Brian Salisbury

Provided course description and learning objectives

Digital software explored through the lens of art and design

**EAE 3610/ 6605 Advance Character Production II: Simulation of Cloth and Hair (2017)**

Co-created with Isaac Kellis

Provided course description and learning objectives

Provided research of current character artist and workflows

**EAE 4900/6900, Advance Hard Surface Modeling II/ Modeling for simulation (2018)**

Created new assignments and grading rubric for advanced students, following industry practices in the simulation pipeline.

**EAE 4900/6900, Texturing for 3D II: Procedural Textures for Games (2018)**

Created new assignments and grading rubric for advanced students focusing on PBR, procedural and node based texturing.

**EAE 3625/6625, Advanced Environmental Art for Games/ Living Game Spaces (2017)** Crated new assignments and grading rubric for advanced students focusing on dynamic textures, environmental systems, and VFX

**EAE 4900, Motion Capture, Scanning, and Rigging (2015)**

Co-created with Robin Conover, created new assignments & scanning curriculum **EAE 4900/6900, Texturing for 3D II (2014)**

Created new assignments and grading rubric for advanced students

 **EAE 4900/6900, Advance Character Modeling II (2014)**

Co-created with Mark Van Langeveld, created new assignments

**EAE 4900/6900, Environmental Art for Games (2013)**

Created syllabus and curriculum to account student response, feedback from industry, and to integrate current industry tools and standards.

**EAE 4900/6900 Art in the Unreal Engine (2013)**

 Created curriculum and received approval

 Video library and resources created for scripting, materials, and particle systems **CS 5963/6960, Texturing for 3D (2013)**

 Created curriculum and received approval

 Video library and resources created for UVs, baking, and texturing materials **CS 5964/6964, Hard Surface Modeling (2013)**

 Created curriculum and received approval

 Video library and resources created: recap videos and ZBrush wiki

**MTM230-S1, Digital Art and Music I, Neumont University (2012)** Created curriculum and received approval

 Video library and recap videos: 24 videos and 24 meshes

**MTM330-S2, Digital Art and Music II, Neumont University (2012)**

Created curriculum and received approval, Set up management tools for large scale (250+ assets created) multi-section student projects (50+).

**Courses Restructured**

 **EAE 6100, Rapid Prototyping (2022)**

Co-created with Brian Salisbury, updated engines, level up week and processes

“Playing is Pitching” All students working in engine and playtesting **4500, Capstone (2021)**

Co-created with Roger Altizer, created new assignments and teaching methods:

 Large Scale Scrum, Double Diamond Design Method

**EAE 6110, Project I (2017, 2018)**

Co-created with Robert Kessler, created new assignments and teaching methods:

Processes: Synergistic Development, People vs. Process, ALT Ctrl

**EAE 6110, Projects I (2016)**

Co-created with Robert Kessler, created new assignments and teaching methods: Processes: Systematic Learning, Gamification

**EAE 6100, Rapid Prototyping (2015)**

Co-created with Robert Kessler, created new assignments and introduced new processes: Solving Problems Through Iteration, Lean Agile Methodology

 **EAE 6220, Game Arts III Animation for Games (2015)**

Updated syllabus to reflect current industry practices and exercises.

 Added Industry Experience (IE) grading rubric to syllabus. **EAE 3605/6605/ 4900- 012, Advanced Character Production I & II (2014)**

Updated syllabus and canvas with video and resources. Added bi-monthly speed sculpts to reflect industry feedback. Created syllabus and assignments for Adv. Character Prod.II

**EAE 4900/6900, Texturing for 3D I & II (2014)**

Updated syllabus to reflect current industry practices, PBR, Toolbag, UE4. Created syllabus and assignments for Texturing for 3D II

**EAE 4900/6900, Environmental Art for Games (2014)**

Updated Tools and Pipelines: PBR, Quixel, Toolbag, Unreal Engine 4, 3D scanning.

**EAE 3640/6600, Digital Figure Sculpting (2013)**

Updated Syllabus and canvas to reflect the direction the classroom experience is heading in the future (flipped). Included video training (wiki) and video recaps of class lectures. Total resources created: 50+ videos, 40 meshes, 90+ images.

 **EAE 3600/6600, 3D Modeling (2013)**

Updated Syllabus and canvas to reflect the direction the classroom experience is heading in the future (flipped). Included video training (wiki) and video recaps of class lectures. Total resources created: 50+ videos and 20+ meshes files.

**Courses Where I Served as Course Supervisor**

EAE 1050, Digital Content Creation (4 Sections), Spring 2020

EAE 3600/ 6600, 3D Modeling (2 Sections), Spring 2020

EAE 3610/ 6605, 3D Character Production II, Spring 2020

EAE 6210, Game Arts II, Spring 2020

EAE 3600/ 6900, 3D Modeling (3 Sections), Fall 2019

EAE 3610/ 6610, 3D Character Production II, Spring 2019 EAE 3605, 3D Character Production, Spring 2019

EAE 3600/ 6900, 3D Modeling (3 Sections) Spring 2019

EAE 6210, Game Arts II, Spring 2019

EAE 6220, Game Arts III, Fall 2018

EAE 3600/ 6000, 3D Modeling (6 Sections,) Fall 2018

EAE 3600/ 6900, 3D Modeling (5 Sections), Spring 2018

EAE 3605, 3D Character Production, Spring 2018

EAE 6210, Games Arts II, Spring 2018

EAE 3600/ 6900, 3D Modeling (3 Sections), Fall 2017

EAE 6220, Game Arts III, Fall 2017

EAE 3600, 3D Modeling (2 Sections), Summer 2017

EAE 3600/ 6900, 3D Modeling (3 Sections), Spring 2017

 EAE 6210, Games Arts II, Spring 2017

EAE 6220, Game Arts III, Fall 2016

EAE 3600/ 6900, 3D Modeling (3 Sections), Fall 2016EAE 3600/ 6900, 3D Modeling (4 Sections), Spring 2016 EAE 3690/ 3695, Concept Art for Games, Spring 2016 EAE 6210, Game Arts II, Spring 2016

EAE 3600/ 6900, 3D Modeling (5 Sections), Fall 2015

EAE 4900 (009), Digital Painting, Fall 2015

EAE 6900 (011), Character Design, Fall 2015

EAE 3600/6900, 3D Modeling (3 sections), Spring 2015

EAE 3600/6900, 3D Modeling (3 sections), Fall 2014

**Faculty Development**

* Attendee, 1st Utah Winter Games Summit, University of Utah Campus, Salt Lake City, Utah, Bown R., 04/04/2024 - 04/06/2024
* Faculty Teaching Webinar: Creating Quality Learning Outcomes and Assessments (CTLE), Spring 2023 Attendee. 01/11/2023
* Mentorship Program with Dassan Verstrepen, Material Artist at PlayStation Studio Visual Arts. 01/11/2022 - present
* Mentorship Program with senior game artist Georgian Avasilcutei (Nimlot26). 02/01/21- present
* Title IX Training 2021 Attendee. 10/29/2021
* University of Utah Annual Teaching Symposium 2019 Attendee. 08/12/2019
* FDG 2019 Conference Attendee. 08/26/2019 – 08/30/2019
* DiGra 2019 Conference Attendee. 08/06/2019 – 08/10/2019
* Gotland Game Conference and Game Educators Summit 2019 Attendee. 06/05/2019 – 06/08/2019
* GDC 19 Game Developers Conference Attendee. The largest international game conference in the world. San Francisco 03/18/2019 – 03/22/2019
* Chi Play 2018, Workshop Presenter and Conference Attendee. Melbourne AUS. 10/28/2018 - 10/31/2018
* GDC 18 Game Developers Conference Attendee. The largest international game conference in the world. San Francisco 03/19/2018 – 03/23/2018
* TwitchCon 17 Developers and Conference Attendee. Long Beach 10/19/2017 – 10/22/2017
* GDC 17 Game Developers Conference Attendee. The largest international game conference in the world. San Francisco 02/27/2017 – 03/03/2017
* GDC 16 Game Developers Conference Attendee. The largest international game conference in the world. San Francisco 03/14/2016 – 03/18/2016
* GDC 15 Game Developers Conference Attendee. The largest international game conference in the world. San Francisco 03/02/2015 – 03/06/2015
* *Citi* Certification. Behavioral Research Investigators. 09/13/2014
* GDC 12 Game Developers Conference Attendee. The largest international game conference in the world. San Francisco 03/04/2012 – 03/09/2012

**Service**

**Community/ Professional/ Outreach**

* Judge, YouNoodle Black Ambition Prize, 05/01/23 - 08/31/23 Community Service.
* Chair, IGDA edSIG, 01/30/2023 - present. Community Service.
* Judge, ICIDS 2022 Art Exhibition, International Conference for Interactive Digital Storytelling

(ICIDS) 2021 Conference, 07/24/22- 09/05/22. Community Service

* Topical Associate Editor, ACM Games: Research and Practice. 3/11/21 – present
* Judge, ICIDS 2021 Art Exhibition, International Conference for Interactive Digital Storytelling

(ICIDS) 2021 Conference, 09/02/2021 – 09/20/2021. Community Service

* Judge, Sonicworkflow’s Valentine’s Day Jam. [https://itch.io/jam/sonicworkflows-valentines-dayjam,](https://itch.io/jam/sonicworkflows-valentines-day-jam) 02/15/21 – Community Service
* Hype Train Conductor, organized a level 5 hype train. [https://Twitch.tv/checkpointprofessor](https://twitch.tv/checkpointprofessor)

During a “24hr” marathon stream (01/14/21) - Community Service

* Chair of Art Exhibition, International Conference for Interactive Digital Storytelling (ICIDS) 2019 Conference, 12/19/2018 – 12/15/2020. Community Service.
* Vice-Chair, IGDA edSIG, 02/18/2019 – 01/29/2023. Community Service.
* IGDA edSIG, Curriculum Framework Redesign Team, 03/18/2018 – present. Community Service.
* Curriculum Creation: Visual Arts in Games, Global Game Jam Next (GGJ NEXT), 03/18/2018 05/19/2018. Community Service.
* Creative Broadcaster/ Twitch Affiliate, Twitch.tv, 2017- Present, Community Service.
* Judge, Opportunity Quest, Utah Entrepreneur Series, 12/11/2017 – present, Community Service.
* Twitch, Live Broadcasting. 07/07/2017- present
* Mentor and Consultant, Lassonde Community Member, 2017- present, Community Service.
* Kimball Art Center, Exhibition Curator, Games and Art, 05/01/2016 –2017, Community Service.

**University**

* Committee Member, University Studies Committee, 08/01/22 – present, University service.
* Faculty Partner, University of Utah Career & Professional Development Center, 2016-present, University service.
* Judge, Bench to Bedside (B2B) 2015- present, University Service.
* Academic Partner, Epic Games/ Unreal Engine, 2014- present, University Service.

**Department**

* Director of MEAE Program, 07/15/23- present. Department Service.
* Learning Outcomes Management Committee Chair, 08/18/21 – 07/15/23. Department Service.
* AFAAC Chair for formal review, 01/13/2020- 02/17/2020. Department Service.
* Host, Game Jam, 01/31/2020 – 02/02/2020
* Curriculum Committee Chair, 04/10/2017- 08/18/21. Department Service.
* AFAAC Chair for Clinical Hiring Committee, 02/01/2016- 07/01/2016. Department Service.
* Instructor Training, Graduate Teaching Instructors, 08/10/2015 - present Department Service.
* Instructor Training, Industry Professionals. 08/22/2014, 08/12/2015. Department Service.
* EAE Master Games Studio Game Arts and Technical Arts Admissions Committee, 06/01/13- present. Department Service.
* Career-Line Hiring Committee, 02/01/2015- present. Department Service.
* Industry professional recruitment and supervisor, 06/01/2015- present. Department Service.
* Curriculum Committee Member, 02/01/2015- present. Department Service
* EAE Game Arts and Technical Arts Graduation Committee Member, 01/15/2014 - present. Department service.
* EAE Technical Art undergraduate degree (B.U.S). This includes a remap of requirements as well as a year-by-year road map. Committee Member, June 2012 - 2018
* Advisor, Cyber Heist, EAE Thesis Game, 2013. Won the 16th IGF Student Showcase. Helped students with visualization and core level design. Advisor/ Consultant, 08/01/2013 - 11/01/2013. Other service.
* Advisor, Reveal, Ubisoft Game Lab Competition, 2013. Won most creative use of theme. Helped students with UDK art pipeline. Advisor/ Consultant, 06/20/2013 - 06/20/2013. Other service.

**Media**

* Video Games: A Newer, Brighter Future for U Students Across Disciplines, 11/10/2022 <https://dailyutahchronicle.com/2022/11/10/eae-video-games-growth/>
* Research Quest Live: Q&A with Ryan Bown, [https://nhmu.utah.edu/research-quest-live/qa-drryan-bown,](https://nhmu.utah.edu/research-quest-live/qa-dr-ryan-bown) 05/14/2020
* ABC Channel 4 News, Students Video Game Creators Plan to Shake Up The Gaming Industry, [https://www.abc4.com/news/local-news/student-video-game-creators-plan-to-shake-up-thegaming-industry/,](https://www.abc4.com/news/local-news/student-video-game-creators-plan-to-shake-up-the-gaming-industry/) 04/25/2019
* Twitch, Live Broadcasting. 07/07/2017- present
* Science News for Students, Cool Jobs: Motion by the Numbers. 12/15/2016
* Faculty Recognition Award Breakfast, U Career Services. 3/04/2016
* College of Engineering Honors Professors, Daily Chronicle. 02/22/2016
* Game Out Loud, Podcast: BOG Episode 8, 2012
* Fox 13 News, U grad students create hit video game, 10/21/2012

**Research Group Activity and Professional Memberships**

* Gapp Lab, Therapeutic Games and Apps Lab, PI and CO-PI, Multiple Projects
* HEVGA, Higher Education Video Game Alliance, Voting Member
* IDGA, International Game Developers Association, Member
* Polycount, Premier Game Arts Community, Member and Featured Artist

• UDEN, Utah Digital Entertainment Network, Member

**Honors/Awards**

* Alt Ctrl GDC Showcase. Mentor and EP for *Get off My Lawn*, 2024
* Alt Ctrl GDC Showcase. Mentor and EP for *Runaway Robbers*, 2024
* IndieCade Finalist, Mentor and EP for *Get off My Lawn*, 2024
* Top Teaching Awards (2X), University of Utah, 2023
* Top Undergraduate & Graduate Game Design Programs- Princeton Review, 2023

 #7 Entertainment Arts and Engineering, University of Utah

 #6 Master Game Studio, University of Utah

* Alt Ctrl GDC Showcase. Mentor and EP for *Funny Kitty Stick*, 2023
* Top Undergraduate & Graduate Game Design Programs- Princeton Review, 2022

 #7 Entertainment Arts and Engineering, University of Utah

 #5 Master Game Studio, University of Utah

* Best Undergraduate Game Design Programs- U.S. News & World Report, 2022

#8 Entertainment Arts and Engineering, University of Utah

* Top Game Design Schools in the U.S.- Animation Careers Review, 2022 #4 Master Game Studio, University of Utah

#1 (Public Schools) Master Game Studio, University of Utah

* Top Teacher Award, University of Utah, 2022
* Top Public Game Design Schools in the U.S.- Animation Careers Review, 2021

#1 Master Game Studio, University of Utah

#1 Bachelors of Science in Games, University of Utah

* Top Undergrad Video Game Design Programs- U.S. News & World Report’s, 2021

#3 Bachelors of Science in Games, University of Utah

* Top Undergraduate & Graduate Game Design Programs- Princeton Review, 2021

 #8 Entertainment Arts and Engineering, University of Utah

 #6 Master Game Studio, University of Utah

* Top Teacher Award (2x), University of Utah, 2020
* Top Undergraduate & Graduate Game Design Programs- Princeton Review, 2020

 #6 Entertainment Arts and Engineering, University of Utah

 #5 Master Game Studio, University of Utah

* Alt Ctrl GDC Showcase. Mentor and EP for *Ready? Set. Haiya!,* 2020
* CPDC Faculty Recognition Award, 2019
* Top Undergraduate & Graduate Game Design Programs- Princeton Review, 2019

 #10 Entertainment Arts and Engineering, University of Utah

 #4 Master Game Studio, University of Utah

* Early Career Teaching Award, 2018
* Top Teacher Award (2x), University of Utah, 2018
* Top Undergraduate & Graduate Game Design Programs- Princeton Review, 2018

 #6 Entertainment Arts and Engineering, University of Utah

 #5 Master Game Studio, University of Utah

* Top Teachers Award, University of Utah, 2017
* Blizzard Student Showcase, Runner up (2x), Mentor and Instructor, 2017
* Twitch Affiliate, Creative broadcasting, 2017
* Top Undergraduate & Graduate Game Design Programs- Princeton Review, 2017

 #3 Entertainment Arts and Engineering, University of Utah

 #3 Master Game Studio, University of Utah

* Career Services Faculty Recognition Award, 2016
* Top Undergraduate & Graduate Game Design Programs- Princeton Review, 2016

 #1 Entertainment Arts and Engineering, University of Utah

 #3 Master Game Studio, University of Utah

* Top Undergraduate & Graduate Game Design Programs- Princeton Review, 2015

 #2 Entertainment Arts and Engineering, University of Utah

 #1 Master Game Studio, University of Utah

* Top Undergraduate & Graduate Game Design Programs- Princeton Review, 2014

 #2 Entertainment Arts and Engineering, University of Utah

 #4 Master Game Studio, University of Utah

* Top Teachers Award, University of Utah, 2013
* Honorable Mention in Design, Microsoft Image Cup US Competition, 2012
* Top 5 Freeware Indie Horror Games (#1) NewGamerNation.com, 2012
* Funhouse of Horror 2012: Top 10 free scary games on Download.com (#6), cnet.com, 2012
* Top 10 Horror games of 2012 (#9), Indiegames.com. 2012
* Grand Prize, Direct Art, Vol. 10, SlowArt Productions, New York. 2004
* 2nd place - mix media, Las Vegas Art Museum Annual Competition, Las Vegas, NV, 1999
* 2nd place - mix media, Las Vegas Art Museum Annual Competition, Las Vegas, NV, 1998
* 3rd place - mix media, Las Vegas Art Museum Annual Competition, Las Vegas, NV, 1998

**Creative Work**

***Affordable Care Action*, Global Game Jam, 01/31/2020 – 02/02/2020**

* UI and Texture Artist

***Overgrowth* (Canceled), Miniature tactical board game, 2015 - 2017**

* Combat and Design
* Lead 3D Artist

***Disney Infinity 2.0*, Multiplatform game, 2014**

* Designed and scripted dynamic toys for Toybox
* Designed and scripted dev tools

***Disney Infinity*, Multiplatform game, 2013**

* Prototyped toys for Toybox
* Organized asset library and tagging system

***LA Metro*, Las Angeles Art Commission, 2013**

* 3D Renders for proposal (finalist)

 ***Magnetic By Nature*, Multiplatform game (Steam, Ouya, XBLA), 2013**

* Level Designer, Kickstarter Backer

***Nephele*- Las Vegas Arts Commission, 2011 – 2013**

* Renders for public art commission (winner)
* Consulted on hanging armature and metal endoskeleton design
* Awarded $60,000, Final artwork appraisal $187,000

***Untitled project* (NDA) - Rapid prototype (Windows), 2012**

* Prototyped gameplay in UDK
* Serious game simulated for EMS Training

***Untitled project* (Canceled) – Mobile game, 2012**

* Created 5 games play screens for Broken Compass Studios

***Tactical Measure*- 2D platformer game (XBLA), 2012**

* Microsoft Imagine Cup award winner (honorable mention in design)
* Scripted level

***Infinity Snake*, Global Game Jam (Windows), January 2012**

* Pitched game idea and built the game with a team of 3 in about 35 hours
* Modeled, UV and textured all 3D assets

***Erie*, Masters Game Thesis Project (Windows), January 2011 - December 2011**

* #1 game on Desura for 10 weeks, top 10 for over 2 years
* Over 20 Million views on YouTube
* Art Director and Environmental Artist

***Essencezz* – (canceled) 2011**

* Artist and Designer

 ***Out of Darkness*- First person puzzle game (Windows), 2010**

* First student game from BYU Center of Animation

**Fine Art Exhibitions Highlights (Selection)**

Andrea Schwartz Gallery, San Francisco, CA, 2005

Artist Space, New York, NY, 2005

Davis Gallery, Austin, TX, 2005

Positive Focus Gallery, Brooklyn, NY, 2005

Second Street Gallery, Charlottesville, VA, 2005

Amsterdam Whitney Gallery, Chelsea, New York, NY, 2004 Ceres Gallery, New York, NY, 2004

Jeanie Tengelsen Gallery, Dix Hills, New York, NY, 2004

National Art League, Douglaston, NY, 2004

Amsterdam Whitney Gallery, Chelsea, New York, New York, 2003

**Art Publications**

Quixel, Quixel.se, featured artist front page and gallery, 2014

Polycount, Polycount.com, featured work in weekly recap, 2014

Direct Art, Vol. 10, SlowArt Productions, New York. 2004, Front Cover, pp. 12-17

New American Paintings No. 54, The Open Studios Press, Boston. 2004, pp. 22-25

Sculpture, ISC, Washington, D.C., Vol. 23 No. 8, pp. 1, 10- Insider 23.8

**Software Skills**

Agisoft

Krita

Marmoset Maya

 Photoshop

Quixel Suite

Substance Design

Substance Painter

 Unreal Engine

 xNormal

 ZBrush

**Undergraduate BUS Advisor**

Bryan Sorensen, EAE Technical Art, Spring 2016

Allan Ouska, EAE Technical Art, Spring 2016 Jonathan Bishop, EAE Technical Art, Spring 2017

Darren Flowers, EAE Technical Art, Spring 2017

Tyler Pratt, EAE Technical Art, Spring 2017

Katherine Shelton, EAE Technical Art

**Graduate Students**

**Executive Producer on Student Games**

 **2024**

Cleatch the Stench

Get of Me Booty

Plushie Blaze

Sunbeam

 **2023**

Balloon Overfly

Demolition Gang

Get Off My Lawn!

Maze Compass

Runaway Robbers

Voodoo Management

 **2022**

Battle Bard

Camera Obscura Comrade Quack

Desaturation Point

Funny Kitty Stick

Revenge of the Killer Octopus

Shiny

Soul In The Chamber

Splinters of Regret

Tavern Crawl

The Clockwork Spy

The End of It All

The Great Gnome Hat Off!!

Vacuum War

 **2021**

Ahri And Bear

Abyss Of Neptune Souls of The Wind

To Hell With It

 Little Traveler

I Want You

**2020**

Coscoroba

Off The Tracks

Magical Strings

Think Inside the Box

Welcome to Earth

 **2019**

Airways

The Final Funktier

Goodbye

Mechromancy

Ready? Set. Haiya!

Sono

 **2018**

A Walk in the Woods

Claw Face

 Imperium

 Ore

**2017**

 Action Game

Deliriant

Hide vs Seek

Mega Mix

Project Daedalus

 **2015**

 404 Sight

All is Dust

 Point and Click

 Hostile Territories

**Member of Masters Committee**

Christopher Cherrington, M.E.A.E., 2015

Kyle Chittenden, M.E.A.E., 2015 Robert Gust, M.E.A.E., 2015

Cory Haltinner, M.E.A.E., 2015

Mark Jarman, M.E.A.E., 2015

Rachel Leiker, M.E.A.E., 2015 Tyler Ricks, M.E.A.E., 2015

Joseph Rozek, M.E.A.E., 2015

Fredrick (Shane) Sumsion, M.E.A.E., 2015

Jing Zeng, M.E.A.E., 2015

Daniel Blair,M.E.A.E., 2016

Lawrence Boye, M.E.A.E., 2016

Spencer Grant, M.E.A.E., 2016

Reilly Gray, M.E.A.E., 2016

Will Hunter, M.E.A.E., 2016

Ryan Jiang, M.E.A.E., 2016

Avinash Kalaphala, M.E.A.E., 2016

Earl Kirkland, M.E.A.E., 2016

Erica Larson, M.E.A.E., 2016

Wuchen Li, M.E.A.E., 2016

Mike Lo, M.E.A.E., 2016

Katherine Marsh, M.E.A.E., 2016

Adity Rajani, M.E.A.E., 2016

Shahbaz Sekhon, M.E.A.E., 2016 Robert Zhu, M.E.A.E., 2016

Jack Yang, M.E.A.E., 2016

Ozum Yuksel, M.E.A.E., 2016

Kevin Anderson, M.E.A.E., 2017

Vega Bai, M.E.A.E., 2017

Mathew Barnes, M.E.A.E., 2017

Jared Brunner, M.E.A.E., 2017

Alan Chang, M.E.A.E., 2017

Jeff Jackman, M.E.A.E., 2017

Jamwal Utsav, M.E.A.E., 2017

Cody Lee, M.E.A.E., 2017

Kamchai Loketkrawee, M.E.A.E., 2017

Wesley Meek, M.E.A.E., 2017

Tara Mleynek, M.E.A.E., 2017

Sean Murray, M.E.A.E., 2017

Brock Richards, M.E.A.E., 2017

Saurabh Tanna, M.E.A.E., 2017

Franziska Wischmann, M.E.A.E., 2017

Chloe Zeng, M.E.A.E., 2017

 Banning Day, M.E.A.E., 2018

Anda Denh, M.E.A.E., 2018

Aaron Desin, M.E.A.E., 2018

McKensie Felix, M.E.A.E., 2018

Gabriel Ford, M.E.A.E., 2018

Bolun Gao, M.E.A.E., 2018

 Lalitha Gunda, M.E.A.E., 2018

Damon Heagren, M.E.A.E., 2018

Jeremy Hodges, M.E.A.E., 2018

Minal Luxman Kalkute, M.E.A.E., 2018

Isaac Kellis, M.E.A.E., 2018

Nate Kemp, M.E.A.E., 2018

Joshua Levenson, M.E.A.E., 2018 Yang Li, M.E.A.E., 2018

Jensen Lillywhite, M.E.A.E., 2018

Andrew Liu, M.E.A.E., 2018

I-Shun Lo, M.E.A.E., 2018

Qinglin Mao, M.E.A.E., 2018

Alan Ouska, M.E.A.E., 2018

Abhinndan Sain, M.E.A.E., 2018

Stephen Sharp, M.E.A.E., 2018

Bryan Sorendson, M.E.A.E., 2018

Ruohan Tang, M.E.A.E., 2018

Zihao Wang, M.E.A.E., 2018

Dylan Wignall, M.E.A.E., 2018 Ming ZI, M.E.A.E., 2018

Georbec Ammon, M.E.A.E., 2019

Patrick Benson-Kingsland, M.E.A.E., 2019

Jonathan Bishop, M.E.A.E., 2019 Katrina Bradsher, M.E.A.E., 2019

Long Cheung Chak, M.E.A.E., 2019

Miguel Espinosa Calderrson, M.E.A.E., 2019 Emi Eve, M.E.A.E., 2019

Darren Flowers, M.E.A.E., 2019 Yiming Huang, M.E.A.E., 2019

Olivia Jenkins, M.E.A.E., 2019

Rita Kaczmarka, M.E.A.E., 2019 Xiaotong Li, M.E.A.E., 2019

Chase Sanders, M.E.A.E., 2019

Nathaniel Shirley, M.E.A.E., 2019

Sarah Soller, M.E.A.E., 2019

Andi Wang, M.E.A.E., 2019

Rong Zhuang, M.E.A.E., 2019 Te Zhang, M.E.A.E., 2019

Emily Allred, M.E.A.E., 2020

Cameron Brotzman, M.E.A.E., 2020

Fabian Callaham, M.E.A.E., 2020

Brady Campbell, M.E.A.E., 2020

Brandon Craghead, M.E.A.E., 2020

Danny Diaz, M.E.A.E., 2020

Sierra Dickey, M.E.A.E., 2020

Joshua Duddleston, M.E.A.E., 2020

Kolton Eichers, M.E.A.E., 2020

Alyssa Evensen, M.E.A.E., 2020

Junhao Fu, M.E.A.E., 2020

Zachary Gainer, M.E.A.E., 2020

Sourabh Hamagi, M.E.A.E., 2020

Elizabeth Ivey, M.E.A.E., 2020

Alek Johnson, M.E.A.E., 2020

Andrew Johnson, M.E.A.E., 2020

Victor Lopez, M.E.A.E., 2020

Caitlin Mclaughin, M.E.A.E., 2020

Danielle Powers, M.E.A.E., 2020

Jacob Reuling, M.E.A.E., 2020

Elizabeth Ross, M.E.A.E., 2020

Travis Treadway, M.E.A.E., 2020

Xipeng Wang, M.E.A.E., 2020

Xuexin Wei, M.E.A.E., 2020

Zeuhan Yuan, M.E.A.E., 2020

 Jess Adamson, M.E.A.E., 2021

 Lin Bao, M.E.A.E., 2021

 Animesh Barmukh, M.E.A.E., 2021

Michael Caldwell, M.E.A.E., 2021

Gaopeng Chen, M.E.A.E., 2021 Xiaohang Ding, M.E.A.E., 2021

Huang Dun, M.E.A.E., 2021

Colin Geil, M.E.A.E., 2021 Wenhao Gu, M.E.A.E., 2021

Doug Hawthorn, M.E.A.E., 2021

Jin Jin, M.E.A.E., 2021

Aaron Kapral, M.E.A.E., 2021

Jackson Keller, M.E.A.E., 2021 Min Li, M.E.A.E., 2021

Becky Lin, M.E.A.E., 2021 Nicholas Lowe, M.E.A.E., 2021

Avinash Masih, M.E.A.E., 2021

Danny Peterson, M.E.A.E., 2021

Jolie Uk, M.E.A.E., 2021 Jinlei Wang, M.E.A.E., 2021

Jordan Williams, M.E.A.E., 2021

Yuyan Yao, M.E.A.E., 2021

Junliang Zhang, M.E.A.E., 2021