RYAN BOWN, MFA

ASSOCATE PROFESSOR (LECTURER), DIVISION OF GAMES, UNIVERSITY OF UTAH

Ryan Bown is a professional artist with over 25 years of experience that spans two industries. From 1998- 2008 he created Fine Art works for Galleries and Museums worldwide. Having a love for art and video games, he decided to fuse the two passions together. In 2008 he began learning digital software for game production and returned to school at BYU's Center of Animation for Post Bachelorette studies. In 2012 he received his MFA in Entertainment Arts and Engineering from the University of Utah. Over the last 10 years he has worked on half a dozen published games which include EIRE and Disney Infinity 1.0 & 2.0. At the University of Utah he teaches students fundamentals, theory, and practice by paralleling game pipelines through the use of technology.

He is the Co-Founder of STAGE (Simulation, Training, Automation, Games, Education), research working group focused on the collision space between Aerospace and Games. Currently he serves as the Chair of the IGDA Education SIG, which is dedicated to supporting and improving Game programs in higher education by sharing the The Curriculum Framework.

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