

RYAN BOWN Curriculum Vitae

Contact Information

Ryan Bown
Building 72
Office 230

Phone (801) 830-4274
Email ryan.bown@eae.utah.edu
Website twitch.tv/3DMentor

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

- Chair, Curriculum Committee
- Vice Chair, IGDA Game Education SIG
- Chair, The Art Exhibit At ICIDS 2019
- Broadcaster, Twitch Affiliate

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, 2019
- Early Career Teaching Award, 2018
- Career Services Faculty Recognition Award, 2016

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)
- 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

- Art Director
- Created and scripted levels using note pad
- 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), 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 and other
technological demanding courses at The University of Utah

Collins Aerospace (2019 – 2021) – \$498,474

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: Jeffery 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 Tetrapalegics (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

- '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: 3

I7: 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: 9

I7: 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: 2

I7: - 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: 0

I7: - Sch Avg: 5.10 I15: - Sch Avg: 5.23

EAE 6100 Rapid Prototyping Credits 4 Evals Processed: 36

I7: 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 3 Evals 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 3 Evals Processed: 14

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

EAE 3670/ 6670 (001) Texturing for 3D Credits 3 Evals Processed: 12

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

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

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

EAE 4950 (004) Independent Study Credits 3 Evals 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: 10

I7: 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: 1

I7: - 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 3 Evals Processed: 11

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

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

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

EAE 4900 (011) Texturing for 3D II Credits 3 Evals 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 3 Evals Processed: 11

I7: 5.82 Sch Avg: 5.10 I15: 5.83 Sch Avg: 5.23

EAE 4950 (004) Independent Study Credits 3 Evals 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: 7
I7: 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: 17
I7: 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: 0
I7: - 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: 0
I7: - 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: 16
I7: 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: 0
I7: - 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 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 and 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 project (50+).

Courses Restructured

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 2016
EAE 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

- 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, Sonicworkflow's Valentine's Day Jam. <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> 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 – present. 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.
- Mentor and Consultant, Lasonde Community Member, 2017- present, Community Service.
- Kimball Art Center, Exhibition Curator, Games and Art, 05/01/2016 –2017, Community Service.

University

- 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

- AFAAC Chair for formal review, 01/13/2020- 02/17/2020. Department Service.
- Curriculum Committee Chair, 04/10/2017- present. 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.
- Review applications and portfolios of potential EAE: MGS Game Arts and Technical Arts
- Clinical 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- 04/10/2017. Department Service
- Track students. 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

Research Quest Live: Q&A with Ryan 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-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

- Top Teacher Award, University of Utah, 2020
- Top Undergrad & 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 Undergrad & 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 Undergrad & 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 Undergrad & 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 Undergrad & Graduate Game Design Programs- Princeton Review, 2016
 - #1 Entertainment Arts and Engineering, University of Utah
 - #3 Master Game Studio, University of Utah
- Top Undergrad & Graduate Game Design Programs- Princeton Review, 2015
 - #2 Entertainment Arts and Engineering, University of Utah
 - #1 Master Game Studio, University of Utah
- Top Undergrad & 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**
- Art Director
 - Created 5 games play screens for Broken Compass Studios
- Tactical Measure- 2D platformer game (XBLA), 2012**
- Art Director
 - 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 – casual RTS (canceled) 2011**
- Art Director and Designer
- Out of Darkness- First person puzzle game (Windows), 2010**
- Art Director, First published game from BYU

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

Maya	Mudbox	ZBrush	Photoshop
Unreal Engine	Headus UVlayout	xNormal	CrazyBump
Marmoset	Proprietary Engines	Quixel	Agisoft
Allegorithmic	Krita		

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

I Want You, May 2020
Coscoroba, May 2020
Off The Tracks, May 2020
Magical Strings, May 2020
Think Inside the Box, May 2020
Welcome to Earth, May 2020
Airways, May 2019
The Final Funktier, May 2019
Goodbye, May 2019
Mechromancy, May 2019
Ready? Set. Haiya!, May 2019
Sono, Maya 2019
A Walk in the Woods, May 2018
Claw Face, May 2018
Imperium, May 2018
Ore, May 2018
Action Game, May 2017
Deliriant, May 2017
Hide vs Seek, May 2017
Mega Mix, May 2017
Project Daedalus, May 2017
404 Sight, May 2015
All is Dust, May 2015
Point and Click, May 2015
Hostile Territories, May 2015

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
Indy Price, 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 expected
Lin Bao, M.E.A.E., 2021 expected
Animesh Barmukh, M.E.A.E., 2021 expected
Michael Caldwell, M.E.A.E., 2021 expected
Gaopeng Chen, M.E.A.E., 2021 expected
Xiaohang Ding, M.E.A.E., 2021 expected
Huang Dun, M.E.A.E., 2021 expected
Colin Geil, M.E.A.E., 2021 expected
Wenhao Gu, M.E.A.E., 2021 expected
Doug Hawthorn, M.E.A.E., 2021 expected
Jin Jin, M.E.A.E., 2021 expected
Aaron Kapral, M.E.A.E., 2021 expected
Jackson Keller, M.E.A.E., 2021 expected
Min Li, M.E.A.E., 2021 expected
Becky Lin, M.E.A.E., 2021 expected
Nicholas Lowe, M.E.A.E., 2021 expected
Avinash Masih, M.E.A.E., 2021 expected
Danny Peterson, M.E.A.E., 2021 expected
Jolie Uk, M.E.A.E., 2021 expected
Jinlei Wang, M.E.A.E., 2021 expected
Jordan Williams, M.E.A.E., 2021 expected
Yuyan Yao, M.E.A.E., 2021 expected
Junliang Zhang, M.E.A.E., 2021 expected