

CONTACT INFORMATION

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Portfolio: mla.games

EDUCATION

- 2012 **M.F.A. in Film and Media Arts**
Emphasis in Game Production
Entertainment Arts and Engineering Master Games Studio
The University of Utah, Salt Lake City, UT
- 2009 **Honors B.A. in Film Studies**
Minor in Computer Science, Minor in Arts and Technology
Member Tau Beta Pi
The University of Utah, Salt Lake City, UT

CERTIFICATIONS

- 2010 **Arts and Technology Certification**
The University of Utah, Salt Lake City, UT

TEACHING

- 2023 - Present **Assistant Professor (Lecturer), Division of Games, University of Utah**
Teaching courses centered on all aspects of game design and production at graduate and undergraduate levels. Courses include Game Systems Design, Paper Prototyping, Traditional Game Development, Alternative Game Development, Digital Content Creation, and Level Design.
- 2019 - 2023 **Associate Instructor, Entertainment Arts and Engineering, University of Utah**
Taught graduate courses Paper Prototyping, which covers advanced game design techniques and theory using analog media, and Game Systems Design, which covers architecting frameworks for numerically complex game systems. Also taught the undergraduate courses Traditional Game Development and Alternative Game Development, which cover game development and serious games development, Digital Content Creation, which covers theory, best practices, and industry standard software for game art production, and Asset Pipeline, which covers techniques for coordinating the creation and integration of art assets into game engines.
- 2014 – 2019 **Adjunct Assistant Professor, Film and Media Arts, University of Utah**
Teaching the undergraduate course Intro to Videogames, which covers the history and cultural impact of the medium, undergraduate courses Traditional Game Development and Alternative Game Development, which cover game development and serious games development, and also teaching the graduate course Paper Prototyping, which covers advanced game design techniques

and theory using analog media.

**COURSE EFFECTIVENESS, STUDENT COURSE FEEDBACK
SPRING 2015 - FALL 2020**

Green cells indicate averages above the Entertainment Arts and Engineering averages for the same semester.

Red text with bold and italic formatting indicates averages above the university-wide averages for the same semester.

Semester	#	Course Name	Sec	<i>Overall Course Eff.</i>	EAE Course Eff. (sem)	Div Course Eff. (sem)	School Course Eff. (sem)
2020 Fall	1050	Digital Content Creation	2	5.29	5.35	5.11	5.19
2020 Fall	1050	Digital Content Creation	3	5.33	5.35	5.11	5.19
2020 Fall	3710	Traditional Game Dev	3	5.38	5.35	5.11	5.19
2020 Fall	6900	Special Topic	17	5.43	5.35	5.11	5.19
2020 Spring	6015	Paper Prototyping	1	5.88	5.4	5.19	5.24
2020 Spring	3720	Alternative Game Dev	1	5.58	5.4	5.19	5.24
2020 Spring	1050	Digital Content Creation	3	5.64	5.4	5.19	5.24
2020 Spring	1050	Digital Content Creation	1	5.62	5.4	5.19	5.24
2019 Fall	6900	ST: Game Systems	17	5.62	5.3	5.12	5.14
2019 Fall	3710	Traditional Game Dev	3	5.45	5.3	5.12	5.14
2019 Fall	1050	Digital Content Creation	2	5.62	5.3	5.12	5.14
2019 Fall	1050	Digital Content Creation	3	5.46	5.3	5.12	5.14
2019 Spring	1050	Digital Content Creation	1	5.45	5.3	5.13	5.17
2019 Spring	1050	Digital Content Creation	3	5.3	5.3	5.13	5.17
2019 Spring	3720	Alternative Game Dev	1	5.67	5.3	5.13	5.17
2019 Spring	6050	Paper Prototyping	1	5.75	5.3	5.33	5.17
2018 Fall	6900	Special Topic	17	5.25	5.37	5.15	5.15
2018 Fall	3710	Traditional Game Dev	3	5.3	5.37	5.15	5.15
2018 Fall	1050	Digital Content Creation	3	5.1	5.37	5.15	5.15
2018 Fall	1050	Digital Content Creation	2	5.33	5.37	5.15	5.15
2018 Summer	3010	Asset Pipeline	1	5.3	5.2	5.36	5.23
2018 Summer	1050	Digital Content Creation	1	4.44	5.2	5.36	5.23
2018 Spring	6050	Paper Prototyping	1	5.75	5.16	5.13	5.17
2018 Spring	3720	Alternative Game Dev	2	5.67	5.16	5.13	5.17
2018 Spring	2700	Intro to Video Games	1	5.48	5.16	5.13	5.17
2017 Spring	6015	Paper Prototyping	1	5.69	5.2	5.09	5.16
2016 Spring	6900	Special Topic	5	5.7	5.1	5.07	5.14

2015 Fall	6900	Special Topic	5	6	5.13	5.04	5.1
2015 Spring	6900	Special Topic	5	5.65	5.3	5.03	5.12
		Average:		5.49	5.29	5.16	5.17

**INSTRUCTOR EFFECTIVENESS, STUDENT COURSE FEEDBACK
SPRING 2015 - FALL 2020**

Green cells indicate averages above the Entertainment Arts and Engineering averages for the same semester.

Red text with bold and italic formatting indicates averages above the university-wide averages for the same semester.

Semester	#	Name	Sec	<i>MLA Overall Instructor Eff.</i>	EAE Instructor Eff. (sem)	Division Instructor Eff. (sem)	School Instructor Eff. (sem)
2020 Fall	1050	Digital Content Creation	2	5.43	5.46	5.22	5.35
2020 Fall	1050	Digital Content Creation	3	5.56	5.46	5.22	5.35
2020 Fall	3710	Traditional Game Dev	3	5.69	5.46	5.22	5.35
2020 Fall	6900	Special Topic	17	5.71	5.46	5.22	5.35
2020 Spring	6015	Paper Prototyping	1	5.88	5.53	5.33	5.38
2020 Spring	3720	Alternative Game Dev	1	5.83	5.53	5.33	5.38
2020 Spring	1050	Digital Content Creation	3	5.64	5.53	5.33	5.38
2020 Spring	1050	Digital Content Creation	1	5.62	5.53	5.33	5.38
2019 Fall	6900	ST: Game Systems	17	5.78	5.47	5.25	5.31
2019 Fall	3710	Traditional Game Dev	3	5.73	5.47	5.25	5.31
2019 Fall	1050	Digital Content Creation	2	5.69	5.47	5.25	5.31
2019 Fall	1050	Digital Content Creation	3	5.46	5.47	5.25	5.31
2019 Spring	1050	Digital Content Creation	1	5.73	5.46	5.26	5.32
2019 Spring	1050	Digital Content Creation	3	5.7	5.46	5.26	5.32
2019 Spring	3720	Alternative Game Dev	1	5.6	5.46	5.26	5.32
2019 Spring	6050	Paper Prototyping	1	5.5	5.46	5.26	5.32
2018 Fall	6900	Special Topic	17	5.75	5.49	5.3	5.31
2018 Fall	3710	Traditional Game Dev	3	5.7	5.49	5.3	5.31
2018 Fall	1050	Digital Content Creation	3	5.44	5.49	5.3	5.31
2018 Fall	1050	Digital Content Creation	2	5.5	5.49	5.3	5.31
2018 Summer	3010	Asset Pipeline	1	5.3	5.54	5.54	5.36
2018 Summer	1050	Digital Content Creation	1	5.25	5.54	5.54	5.36
2018 Spring	6050	Paper Prototyping	1	5.88	5.34	5.24	5.29
2018 Spring	3720	Alternative Game Dev	2	6	5.34	5.24	5.29
2018 Spring	2700	Intro to Video Games	1	5.69	5.34	5.24	5.29
2017 Spring	6015	Paper Prototyping	1	5.92	5.27	5.17	5.28

2016 Spring	6900	Special Topic	5	5.7	5.22	5.14	5.26
2015 Fall	6900	Special Topic	5	6	5.3	5.15	5.26
2015 Spring	6900	Special Topic	5	5.5	5.31	5.12	5.25
		Average:		5.66	5.44	5.27	5.32

STUDENT COURSE FEEDBACK, SPRING 2021 - SPRING 2022

Semester	#	Course Name	Sec	Recommend Course	Recommend Instructor
2022 Spring	1050	Digital Content Creation	1	78.6	100
2022 Spring	3710	Alternative Game Dev	1	100	100
2022 Spring	6015	Paper Prototyping	1	80	100
2021 Fall	6900	Special Topic	2	100	100
2021 Fall	3710	Traditional Game Dev	3	100	100
2021 Fall	1050	Digital Content Creation	3	68.8	100
2021 Fall	1050	Digital Content Creation	2	71.4	71.4
2021 Spring	1050	Digital Content Creation	1	87.5	100
2021 Spring	1050	Digital Content Creation	3	76.9	100
2021 Spring	3710	Traditional Game Dev	2	84.6	100
2021 Spring	6015	Paper Prototyping	1	100	100
		Average:		86.2	97.4

COMMERCIAL EMPLOYMENT

2016 – Present

Co-Founder and Creative Director, Octothorpe LLC

Managing business direction and creative direction at Octothorpe, overseeing the creation of game titles across multiple media and uses. Notable title include The Irregular, a VR Sherlock Holmes game and finalist for the Department of Education’s EdSim Challenge, Singularity, a physical card game with no randomness and critical and commercial success, and Stanford Fetal Therapy VR, a VR title built for patient education in various fetal surgeries.

2015 – 2016

Lead Designer, React Games

Responsible for the management of the design team and all major design decisions made within the studio. Coordinated closely with art and engineering departments to outline and complete feature sets while maintaining creative consistency and tone. Work centered on HiRez’s Smite IP.

2014 – 2019

Adjunct Assistant Professor, University of Utah

Teaching the undergraduate course Intro to Videogames, which covers the history and cultural impact of the medium, undergraduate courses Traditional Game Development and Alternative Game Development, which cover game development and serious games development, and the graduate course Paper Prototyping, which covers advanced game design techniques and theory using analog media.

- 2012 – 2014 **Game Designer and Writer, Wyrd Games**
Produced and co-designed several key projects across both physical and digital properties. Conducted and organized crowd-funding activities, managing over \$300,000 in successful Kickstarter campaigns. Wrote fiction prose for leading table-top and roleplaying properties.
- 2011 – 2014 **Co-Founder and Creative Director, Broken Compass Studios**
Directed internal development and design on the title *Catball Eats it All* for iOS and Android. Designed mechanics and levels, implemented and designed user interface, coordinated and facilitated communication between art and tech. Managed feature set through agile processes to deliver product on time and on budget.
- 2011 **Research Assistant, University of Utah School of Computing**
Conducted and organized research and literature review on fandom and modding as it relates to the DMCA and copyright law. Researched rules and best practices for arbitrating non-legal negotiations between fans and copyright holders.
- 2002 – 2010 **Co-Founder and Managing Director, Cobalt Flux Studios Inc.**
Founding member and manager of exergames company Cobalt Flux, Inc. Raised the company from inception to an international presence, placing tens of millions worth of product in homes and professional institutions both nationally and internationally. Managed critical business vision and direction, game and hardware product design, business to business relations, and generation and design of promotional materials.

SELECTED DIGITAL GAMES

- 2021 ***AI Ula Adventures*, Lead Designer**
AI Ula Adventures is a sensory virtual travel experience that ‘teleports’ users to a UNESCO World Heritage Site in AI Ula. The user’s mission is to explore the AI Ula area and discover hidden artifacts while outrunning a sandstorm! Even though users always stand still, the unique sensory technology provides the sensation that they are moving – at times driving, floating, and flying.
A Spark XR and Manga Productions VR experience.
- 2020 ***Stanford Fetal Therapy VR*, Design Coordinator and Engineer**
Stanford Fetal Therapy VR gives patients and doctors an unprecedented view of two complex fetal conditions—spina bifida and twin-to-twin transfusion syndrome—and how they can be treated using cutting-edge surgical techniques.
A Lighthaus VR and Stanford University educational VR experience.
- 2018 ***The Irregular VR*, Design Director**
The Irregular is a captivating virtual reality mystery-solving experience taking place in Arthur Conan Doyle’s Sherlock Holmes universe. *The Irregular* was one of five finalists in the US Department of Education EdSim Challenge in 2017.
An Octothorpe VR Game for PC.
- 2016 ***ILernX Engine*, Design Director and Programmer**
A full game engine for developing and deploying educational games to teach college courses based on Northstar Leadership’s Learning, Strategy, Behavior model. Focused on usability for professors or educational designers with moderate computer experience.
A Northstar Leadership and Octothorpe Game Engine for PC.
- 2016 ***One Day*, Designer and Programmer**
An educational game used to instruct business strategy for MBA students, being initially implemented at Arizona State University’s MBA program.

A Northstar Leadership Educational Game for WebGL.

2016

SMITE: Rivals, Game Systems Designer

A mobile battle title featuring all the gods and characters from the MOBA game SMITE.
A Hi-Rez Game for iOS, Android, and Facebook.

2016

Teddy Bear Heroes, Game Designer

A puzzle game designed to promote donations for saving children from sex slavery in tandem with the film *The Abolitionists*.
A React! Game for iOS and Android.

2016

Super School, Game Designer and Programmer

A game designed to champion alternative K-12 teaching methodologies.
An Octothorpe game for Web.

2015

Super Dungeon Bros, Lead Designer

A hack-and-slash dungeon crawling game highly publicized for its cross-console and couch-play multiplayer features.
A React! Game for Xbox One, Playstation 4, and PC.

2012

Pete the Cat: School Jam, Development Director

A searching and rhythm game based on New York Times best selling children's book series *Pete the Cat*.
A HarperCollins and Siena Entertainment game for iOS.

2011

Catball Eats It All, Creative Director

A puzzle-platformer title featuring gorgeous, hand-painted street art.
A Broken Compass Studios game for iOS.

2011

Erie, Lead Designer

A survival horror game set in a nuclear power plant under the shores of lake Erie.
A University of Utah EAEMGS game for PC.

2010

BluMatter, Producer

A collection of tactile mini-games for improving cognitive skills in grade school students.
A Cobalt Flux game for Blu-OS.

2009

Epidemic, Lead Designer

A tactics RPG set in a Victorian, steampunk setting. Doctors battling disease with blades and guns.
A University of Utah game for PC.

2008

Mine Cart, Lead Designer

High-speed, foot controlled rail shooter that has a player barreling through ancient ruins and rickety mine shafts.
A Cobalt Flux game for Blu-OS.

2007

Blu-OS, Producer

An OS and front end designed to run Cobalt Flux proprietary software for the 64 player BluFit system.
A Cobalt Flux, Inc. operating system.

2007

Street Feet, Producer and Game Designer

Rhythm and dance game featuring simultaneous play for up to 64 players, advanced metrics tracking, hundreds of songs for every age range.
A Cobalt Flux game for Blu-OS.

2004 ***Slimez, Lead Designer***
A fast, grid-based puzzler where players guide adorable slimes through treacherous hazards. *Lemmings* meets *Chu Chu Rocket*.
An independent game for Tapwave Zodiac.

SELECTED NON-DIGITAL GAMES

2023 ***Singularity, Creator and Director***
A 2-4 player competitive card game set in a far-flung future where humans have abandoned physical reality and live in a digital universe, fighting for control of a legendary program called the Singularity. The game has no hand, no shuffling, and no random elements. It received nearly a quarter million in crowdfunding in late 2023, receiving early critical success. Release is scheduled for Q4, 2024.
An Octothorpe Card Game

2014 ***Malifaux: Crossroads, Game Designer***
The first massive content expansion to *Malifaux Second Edition*, containing dozens of new units, scenarios, and additional rules.
A Wyrd Miniatures Table Top Skirmish Game.

2014 ***Through the Breach, Writer***
A tabletop roleplaying game funded on Kickstarter set in the award-winning universe of Malifaux.
A Wyrd Miniatures Table Top Roleplaying Game.

2013 ***Malifaux Second Edition, Game Designer***
The second edition of internationally best selling table top miniatures game, *Malifaux*.
A Wyrd Miniatures Table Top Skirmish Game.

2013 ***Puppet Wars: Unstitched, Game Designer***
A tactics based board game where players combat each other with magically animated teams of upgradeable puppets.
A Wyrd Miniatures Boardgame.

2012 ***Malifaux: Storm of Shadows, Writer***
The fourth expansion of the hit table top miniatures game, *Malifaux*.
A Wyrd Miniatures Table Top Skirmish Game.

2012 ***Evil Baby Orphanage, Game Designer***
A casual party game where players take up the role of Time-Nannies and compete to remove evil from the time stream.
A Wyrd Miniatures Card Game.

GAME HARDWARE INTERFACES

2008 ***Blufit System and Blu-OS Console, Co-inventor***
An 8-player integrated console, audio-visual, and dance-platform system designed for schools, YMCA's, and pro-fitness facilities. Hosts its own OS and suite of fitness game titles.

2005 ***Cobalt Flux Hand Dance Pro, Co-inventor***
Designed as a supplement to the Cobalt Flux Dance Platforms to allow disabled and special needs students to participate in class based dance activities. Lap or stand based peripheral that mirrors

the foot-based configuration of the dance platform for use with hands.

2004

Cobalt Flux Just For Schools Platform, Co-inventor

Designed for use with dance-based games in physical education and rehabilitation settings. Used nationally and internationally in thousands of schools, YMCA's, and other recreational facilities. Subject of the West Virginia Obesity Study conducted by WVU, placing Cobalt Flux School Platforms in every school state-wide.

2002

Cobalt Flux Residential Dance Platform, Co-inventor

Multiple award winning dance game peripheral featured in the New York Times, Wired Magazine, and PSM Magazine. Widely regarded as the best dance platform constructed.

FILM

2009

***Tea*, Line Producer**

A proposal and an affair between friends come to a head over evening tea.
A Dada Factory film for the Utah Digital Directors Project.

2009

***Don Giovanni, That Indomitable Hipster*, Line Producer**

Modern film remake of the opera *Don Giovanni*, focused on the Salt Lake City alley cat cycling community.
A Dada Factory film.

2008

***This Place*, Co-Writer and Producer**

A woman breaks conventions of love at the eve of the end of the world.
A Dada Factory film for the 48 Hour Film Competition.

2008

***Halcyon*, Co-Writer and Producer**

Two sisters struggle to reconcile their relation in a post-nuclear wasteland. Winner of "Best in City" 2008 48 Hour Film Competition.
A Dada Factory film for the 48 Hour Film Competition.

RESIDENCIES AND EXHIBITIONS

2015

The Leonardo Museum, Salt Lake City
Leonardo Game Night

2015

The Leonardo Museum, Salt Lake City
Salt Lake City ArtsFest

2011

The Leonardo Museum, Salt Lake City
The Nature of Salt Lake City with Alex Haworth

2011

Crane Arts Gallery, New York
Catball Eats it All Installation

2011

MASTHEAD Print Studio/Gallery, Philadelphia
Catball Eats it All

2011

Opening Artist in Residence, The Leonardo Museum, Salt Lake City
Behind the Scenes: The Development of Catball Eats it All

2011 EAE Open House, University of Utah
Aquatica, Erie

WORKSHOPS, PRESENTATIONS, AND PANELS

2019 BYU, Provo
"The Present and Future of VR in K-12 Education"

2018 Utah Digital Entertainment Network, Salt Lake City
"Top VR Learnings from creating The Irregular"

2016 Salt Lake Comic Con Fan X, Salt Lake City
"The Evolution of Videogames"

2012 Game Design Conference, San Francisco
"Kicked Up Crowd-funding: Gamifying Kickstarter"

2012 IGDA Salt Lake City Chapter
"Culture Shock: Lenses on Indie and Corporate Culture in the Games Industry"

2011 Utah Museum of Contemporary Art – Pecha Kucha Night
"Crash Course with a Broken Compass"

2011 Leonardo Museum – One Day Workshop for Young Designers
"Occupy Monopoly Street"

2011 GLS Conference 2011
"Microsoft's Game Content Usage Rules: Legal Slight of Hand or Modders' Bill of Rights?"

PATENTS

2009 **7547854 Boundary for Switch Apparatus June 16, 2009**
A platform of the type holding a plurality of normally-open electric switches in position for activation of a selected individual switch by application of a force in a direction normal to a surface of the switch by a portion of a human body.

2006 **7122751 Switch Apparatus October 17, 2006**
A platform of the type holding a plurality of normally-open electric switches in position for activation of a selected individual switch by application of a force in a direction normal to a surface of the switch by a portion of a human body.

AWARDS AND HONORS

2023 Best Projects on Gamefound, Singularity, **King of Average**

2022 Top 15% Instructor Recognition, Price College of Engineering, **University of Utah**

2021	Top 15% Instructor Recognition, Price College of Engineering, University of Utah
2020	Top 15% Instructor Recognition, Price College of Engineering, University of Utah
2019	Top 15% Instructor Recognition, Price College of Engineering, University of Utah
2018	U.S. Department of Education EdSim Challenge Finalist, <i>The Irregular</i>
2018	Career & Professional Development Center Faculty Recognition Award, University of Utah
2018	Best New Gaming Startup, Utah Game Developers Choice Award, IGDA, <i>Octothorpe LLC</i>
2017	“Pushing Boundaries” Award, Final Burn, Salt Lake City, <i>The Irregular</i>
2013	#2 Most Popular Game on Desura, Oct. 2013, <i>Erie</i>
2012	#1 Most Popular Game on Desura, Oct. 2012, <i>Erie</i>
2012	Top Ten Horror Games for 2012 on Indiegames.com, <i>Erie</i>
2012	Named a 2012 International Game Developers Association Scholar
2011 - 2012	Three “Staff Favorite” Features on Apple App Store Main Page <i>Catball Eats it All</i>
2009	International Finalists Invitational, 48 Hour Film Competition <i>This Place</i>
2009	Winner, “Best in City” Salt Lake City 48 Hour Film Competition Winner, “Best Use of Line” Salt Lake City 48 Hour Film Competition <i>Halcyon</i>
2006	Mod Hall of Fame, Gamespy <i>The Definitive Birthsigns Pack</i>
2005	Induction into Tau Beta Pi, Engineering Honors Society
2004	Wired Magazine, Coolest Christmas Gifts of 2004 Cobalt Flux Residential Dance Platform
2004	Top 20 Peaceful Toys, Good Morning America, Lion and Lamb Project Cobalt Flux Residential Dance Platform
2001	Honors at Entrance Scholarship University of Utah