

RYAN BOWN

Curriculum Vitae

Contact Information

Ryan Bown
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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

University of Utah, Assistant Professor (Lecturer), Entertainment Arts Engineering

July 2013 – Current

- Curriculum Committee, Faculty Hiring Committee
- Career Services Faculty Recognition Award, 2016
- Masters Committee member, Thesis game advisor
- EAE summer camp instructor
- Course Supervisor

Associate Instructor

University of Utah, Assistant Professor (Lecturer), Entertainment Arts Engineering

July 2012 – June 2013

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

Adjunct Professor

Neumont, University Adjunct Professor

January 2012 – September 2013

- Created curriculum for several game art courses
- Taught game arts and game design
- Oversaw 20+ student prototyping projects

Industry Experience

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

November 2009 - Current

- Rapid prototyping in UDK
- 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 (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 (FDG2015), June 22-25, 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 (FDG2015), June 22-25, 2015, Pacific Grove, CA

Grants

Military 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

Military Simulation/ Rockwell Collins II (2015-2018) - \$300,000

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

Triple Vision (2004) - \$2,000 (Approx.)

Funding Agency: Oscarson Discovery Grant, Brigham Young University

The grant was used to create work that was displayed at the Amsterdam Whitney Gallery in New York City.

Talks/ Presentations/ Panels

- Brigham Young University Center of Animation, Art & Technical Art in Games, 2016, digital media and games. 01/28/16
- Eisenhower Junior High School Paleontology Club, Let's Play: Solving Problems Through Iteration, 2015, digital media and games. 12/07/15
- Rockwell Collins, I/ITSEC, Altizer R., Bown R., Van Langeveld M., 12/2/2015
- Leonardo Museum Panel Scared To Death, 2013, digital media and games. 10/10/2013

Classes Taught

University of Utah, Salt Lake City, UT

Spring 2016

EAE 3605/ 6605 (001) Adv. 3D Modeling Production
EAE 4900/ 6900 (001) Texturing for 3D
EAE 4900 (011) Texturing for 3D II
EAE 4900 (012) Adv. 3D Modeling Production II
EAE 4950 (004) Independent Study
EAE 6110 (001) Game Projects I

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
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
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
I7: - Sch Avg: 5.11 I15: - Sch Avg: 5.23
EAE 6130 Game Projects III Credits 4 Evals Processed: 37
I7: 4.86 Sch Avg: 5.11 I15: 4.78 Sch Avg: 5.23
EAE 6950 (004) Independent Study Credits 1-4
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: N/A Sch Avg: 5.08 I15: N/A Sch Avg: 5.22

EAE 6120 Game Projects II Credits: 4 Evals Processed: 41
I7: 4.38 Sch Avg: 5.08 I15: 4.7 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: 5.5 Sch Avg: 5.21

Neumont University, South Jordan, UT

Summer 2013

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

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

Spring 2013

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

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

Spring 2012

MTM230-S1, Digital Art and Music I

MTM330-S2, Digital Art and Music II

Curriculum Development

Courses Created

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, Projects I (2016)

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

- GDC 16 Game Developers Conference Attendee. The largest international game conference in the world. San Francisco 3/14 - 18/2016
- GDC 15 Game Developers Conference Attendee. The largest international game conference in the world. San Francisco 3/2 - 6/2015
- *Citi* Certification. Behavioral Research Investigators. 09/13/2014
- GDC 12 Game Developers Conference Attendee. The largest international game conference in the world. San Francisco 3/4 - 9/2012

Service

- Clinical Hiring Committee, 02/01/15- Present. Department Service.
- Industry professional recruitment, 06/01/15-Present. Department Service. Found and hired Art Director, Principle Artist, and Lead Animator
- Curriculum Committee, 02/01/15- Present. Department Service.
- Judge, Bench to Bedside (B2B) 2015, 2016, Community Service.
- Instructor Training, Graduate Teaching Instructors, 08/10/15. Department Service.
- Instructor Training, Industry Professionals. 08/22/14, 08/12/15. Department Service.
- Review applications and portfolios of potential 2015 EAE: MGS Game Arts and Technical Arts Track students. Committee Member, 01/15/2014 - Present. Department service.
- EAE Technical Art undergraduate degree. This includes a remap of requirements as well as a year-by-year road map. Committee Member, June 2012- present
- Attend Thesis game pitches for EAE cohort 4 and meet with students to give feedback pertaining to their pitches and projects. Participant, 03/03/2014 - 03/04/2014. Other service.
- 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

Faculty Recognition Award Breakfast, U Career Services. 3/04/16
College of Engineering Honors Professors, Daily Chronicle. 02/22/16
Game Out Loud, Podcast: BOG Episode 8, 2012
Fox 13 News, U grad students create hit video game, 10/21/12

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

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
Talent Award, Department of Visual Arts, Brigham Young University, Provo, UT, Winter 2005
Grand Prize, Direct Art, Vol. 10, SlowArt Productions, New York. 2004
Talent Award, Department of Visual Arts, Brigham Young University, Provo, UT, Fall 2004
Talent Award, Department of Visual Arts, Brigham Young University, Provo, UT, Summer 2004
Talent Award, Department of Visual Arts, Brigham Young University, Provo, UT, Spring 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

***Overgrowth*, Miniature tactical board game, 2017**

- Combat and design
- Lead 3D artist

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

- Designed and scripted dynamic toys for Toybox
- Designed and pitched dev. Tools (accepted and added to build)

***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 Art Association, 2011 – 2013

- Renders for public art commission (winner)
- Consulted on handing armature and metal endoskeleton design
- Awarded \$32,000, Final artwork appraisal \$187,00

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, Art Lead, Masters Game Thesis Project (Windows), January 2011 - December 2011

- #1 game on Desura for 10 weeks, top 10 for over 2 years
- Over 10 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

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	Agisolf

Undergraduate BUS Advisor

Bryan Sorensen, EAE Technical Art, expected graduation, Spring 2016
Allan Ouska, EAE Technical Art, expected graduation, Spring 2016
Johnathan Bishop, EAE Technical Art, expected graduation, Spring 2017
Darren Flowers, EAE Technical Art, expected graduation, Spring 2017
Tyler Pratt, EAE Technical Art, expected graduation, Spring 2017
Katherine Shelton, EAE Technical Art, expected graduation, Spring 2017

Graduate Students

Executive Producer on Student Games

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