

# Aaron Oldenburg

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## Current position

2021—pres *Professor*, Simulation and Game Design, University of Baltimore

## Areas of specialization

Game Design; New Media Art; Video

## Teaching appointments

2014—2021 *Associate Professor*, Simulation and Game Design, University of Baltimore, Baltimore, MD  
2008—2014 *Assistant Professor*, Simulation and Digital Entertainment, University of Baltimore  
2007—2008 *Adjunct Instructor*, Simulation and Digital Entertainment, University of Baltimore  
2007—2008 *Adjunct Instructor*, Communication Arts Technology, Anne Arundel Community College, Arendel County, MD  
2007—2008 *Instructor*, Digital Media Center, Johns Hopkins University, Baltimore, MD  
2006 *Graduate Student Instructor*, Imaging and Digital Arts, University of Maryland, Baltimore County

## Education

2007 MFA in Imaging and Digital Art, University of Maryland, Baltimore County  
2001 BFA in Studio Art, Florida State University (Minors in Art History and Computer Science)

## Honors & awards

2015 Distinguished Scholarly and Creative Activities Award, Yale Gordon College of Arts and Sciences, University of Baltimore, \$2000  
2010 Maryland State Arts Council Individual Artist Award for Digital Art, \$1000  
2010 Rhizome.org Artbase, work selected for inclusion

## Scholarly work: exhibitions

- 2023 The 3rd Maryland State Juried Triennial, Maryland Art Place, Baltimore, MD (16% accepted)  
Surroundings, Popcorn Gallery, Glen Echo Park, MD  
mowna Biennial, online
- 2022 Infinite Possibilities of Uncertainty, Art Gallery 118, online  
Cinesonika channel, Loupe Art, online  
The Wake Up! Memorial, New Museum of Networked Art, online  
60x60 (After is Now), wrong biennale #5, online
- 2021 xCoAx 2021: the 9th International Conference on Computation, Communication, Aesthetics and X, Lisbon, Portugal and online (44% accepted)  
mowna Biennial, online  
BINNAR Festival, Casa-Museu Soledade Malvar, Vila Nova de Famalicão, Portugal
- 2020 Animality and the Planetary, International Symposium on Electronic Art (ISEA), Montreal, Canada, and online (10% accepted)  
Everyday Hallucinations and Videogame Landscapes (solo), Hamilton Arts Collective, Baltimore, MD  
Issue 2, July 2020, Art Hole, online  
ADJUSTING the LENS, Unrequited Leisure, Nashville, TN
- 2019 Game On – El arte en el juego, Centro Cultural San Martín, Buenos Aires, Argentina (22% accepted)  
Slamdance DIG Showcase, Wisdome, Los Angeles, CA  
IEEE-GEM 2019 (Games, Entertainment and Media), Center for Collaborative Arts and Media, Yale University, New Haven, CT (29% accepted)  
Vitrine, Plexus Projects, Brooklyn, NY  
BIDEODROMO International Experimental Film and Video Festival, BilbaoArte, Bilbao, Spain  
Second Tri-Annual Maryland State Artist Registry Juried Show, Maryland Art Place, Baltimore  
ALC Videoart Festival, la Caja Negra de Las Cigarreras, Alicante, Spain (30% accepted)  
Art of Mind, Imurj, Raleigh, NC  
The Game, MILLEPIANI Gallery, Rome, Italy (7% accepted)  
October Issue, Wotisart? Magazine
- 2018 In Play, Flow, and Ritual (trio), King Street Gallery, Silver Spring, MD (12% accepted)  
LeftField Collection, EGX Rezzed, London, UK (9% accepted)  
Streams and Channels, Peekskill, NY (25% accepted)  
On Demand, Light City, Baltimore, MD

soundMIGRATION, The W:OW Project, online & Madrid, Spain  
 Loss & Lucidity, SANTORASPACE205, Santa Ana, CA, as well as two other shows  
 in 2019 at Appleton Gallery and Fabrica Braco de Prata in Lisbon, Portugal  
 (30% accepted)

Scenes and Screens Festival 2018, AltSpaceVR, online  
 Experimental Video Show, The Exchange, Bloomsburg, PA (22% accepted)

2017 Slamdance DIG, Big Pictures LA, Los Angeles, CA (10% accepted)  
 Procedural Experience (solo), VisArts, Rockville, MD  
 Field Work, ArtScape, Baltimore, MD  
 On Demand, Light City, Baltimore, MD  
 netcult.net, online

2016 January 1st Issue, Average Art Magazine (print) (5% accepted)  
 5th International Games and Playful Media Festival, A MAZE. / Johannesburg 2016,  
 South Africa  
 International Indie Den, Game Happens! Genova Cornigliano, Italy  
 Signification, A1LabArts, Knoxville, TN  
 What Happens When. . . , POWRPLNT, Brooklyn, NY (34% accepted)  
 Glitch Festival, Peripheral Forms, online  
 dronesTruck Audio Graffiti Project, Hamline University, St Paul, MN  
 Over & Over, Please Hold Magazine, St Louis, MO, and online (5.3% accepted)  
 FILMIDEO 2016, Newark Museum, NJ  
 Art Beyond Sight || Sensored, Art with a Heart, Altrincham, UK  
 Maryland Artist Registry Juried Exhibition, Maryland Art Place, Baltimore, MD  
 (1.3% selected)  
 Looking for Truth, Peace and Humanity, 10th C3C — Carnival of e-Creativity, Shil-  
 long, India  
 animateCOLOGNE, 44th Cologne Art & Animation Festival, Germany

2015 Lightworks 2016, We Must Create, Grimsby, UK  
 Electronica, Towson Arts Collective, Towson, MD  
 WISH Show, Staten Island Culture Lounge, NY  
 The Mischievous of Created Things, The New River: a journal of digital writing and  
 art, Blacksburg, VA, online  
 STROBE Network, Flux Factory, Queens, NY  
 Were the Eye Not Sunlike, ACRE TV, online  
 Synthetic Zero Event (fall), bronxartspace, Bronx, NY  
 Synthetic Zero Event (spring), bronxartspace, Bronx, NY  
 Open Studio Weekend, Washington ArtWorks, Rockville, MD  
 Digital Muddy Expanded Media Festival V1.0, Southern Illinois University, Carbon-  
 dale, IL

2014

Beep Bop Boop, The Projects/North Art Warehouse, Fort Lauderdale, FL  
 Ne Fest 2, Sofia, Bulgaria  
 Blank Arcade, DiGRA 2014, Snowbird, UT  
 PRISM Sheffield, UK (6% accepted)  
 #screenshotsaturday Showcase, IndieCade, online  
 FILE Media Art, 15th Electronic Language International Festival, São Paulo, Brazil  
 Videofocus, Stigmat/10, online  
 Beacons Festival, North Yorkshire, UK  
 The Pirate Bay Bundle, online  
 DEL+REW, Goldsmiths College, London, online  
 cueFilm, Cox Cable/Virginia Film Office, Richmond, VA  
 The International Collection, UVAM, online  
 Black Noise, 222Lodge, Dordrecht, The Netherlands  
 Salón de Arte Digital — X Edición, PDVSA La Estancia, Maracaibo, Venezuela  
 Web Art Show Room, Fonlad 2014, online  
 2013 A State of Un-Play, atelier 35, Bucharest, Romania  
 New Writings of Sound and Music, L'autre Musique Laboratoire, online  
 Towa Towa, The New River: a journal of digital writing and art, Blacksburg, VA,  
 online  
 Synthetic Zero Event, bronxartspace, Bronx, NY  
 Hybrid City II: Subtle rEvolutions, National and Kapodistrian University of Athens,  
 Greece  
 24-hour video loop, Gallerie Chartier, Derby, CN  
 net.works, Vector Game + Art Convergence, Toronto, ON  
 Issue 6, Infinity's Kitchen, Baltimore, MD  
 2012 Game Play 2012, The Brick, Brooklyn, NY  
 Silent Surveillance, Serial Box Projects, University of Missouri, Columbia, MO  
 CODE 2012 — A Media, Games & Art Conference, Swinburne University of Tech-  
 nology, Melbourne, Australia  
 Ready for Extinction, Pleasure Dome, Toronto, ON  
 Endless Plain, MIA Screening Series at The Armory Center for the Arts, Pasadena,  
 CA  
 Movement Museum, NETwork in moveMENT project, Zagreb, Croatia, online  
 Nichts, geh8 art space and studios, Dresden, Germany  
 Multiplexer, Emergency Arts Building, Las Vegas, NV  
 Web Art, FONLAD: online digital arts festival\_08.2012, Coimbra, Portugal  
 Mis-In-Formation, Fringe Arts Bath, UK  
 Art-Object-Registration, 4 Art & Documentation Festival, Łódź, Poland  
 art:screen fest, Örebro, Sweden (works also showed at the Vetlanda Museum)

Art for Mobile Devices, Afflatus Project, online  
 FILE RIO 2012 Media Art Festival, Oi Futuro — Flamengo Gallery, Rio de Janeiro, Brazil  
 Cinesonika 2, Simon Fraser University, Vancouver, BC  
 Humanity Explored, Culture Unplugged, online  
 2011 SIGHT.SOUND [INTERACTION] 6, Rosenberg Gallery, MICA, Baltimore, MD  
 Salón de Arte Digital — IX Edición, PDVSA La Estancia, Maracaibo, Venezuela  
 FILMIDEO: 6th Annual Film & Video Screenings, Index Art Center, Newark, NJ  
 Letting Go, Rogue Video and Performance, Newark, NJ  
 Interactive Lounge, BetaScape, Baltimore, MD  
 Video Takeaway, Come To Ours, Plymouth Fringe, England  
 CologneOFF VII (Art & the City: Land-scaping), Cologne International Videoart Festival, Germany  
 Not for Sale, Fictilis Gallery, Seattle, WA  
 Multimedia Showcase 2011, Park Art Magazine, Oporto, Portugal, online  
 Game Show NYC, Macy Gallery, Columbia University, New York  
 FILE Media Art, 12th Electronic Language International Festival, São Paulo, Brazil  
 D-Art2011 Online Gallery of Digital Art, 15th International Information Visualisation Conference, London, UK  
 danubeVIDEOARTfestival, Stadtkino Grein, Austria  
 4th International Video-art Festival, Camagüey, Cuba  
 9×12 Works, Hungarian Multicultural Center, Dallas, TX  
 The Final Girl, Washington Project for the Arts, D.C.  
 TPS Reports: Performance Documents, SpaceCamp MicroGallery, Indianapolis, IN  
 Action 2011, Prokoplje, Serbia, online  
 2010 FILE Media Art, São Paulo, Brazil  
 Tel Quel, DUMBO Arts Festival, Brooklyn, NY (2% accepted)  
 Reality Show, Video Art for All, Macau  
 Force: On the Culture of Rape, Current Gallery, Baltimore, MD  
 Baltimore vs. the World, Current Gallery, Baltimore, MD  
 Slideluck Potshow, Gallery 4, Baltimore, MD  
 Strangely Funny, ASPECT-EZ (DVD), Boston, MA  
 6×6 Media Arts Event #6: Mystery, Cinelab, Athens, GA  
 One Shot | 8th International Short Film Festival, Armenian Center for Contemporary Experimental Art, Yerevan, Armenia  
 New Media, Sex and Culture in the 21st Century, Museum of New Art, Detroit, MI  
 Searching for God, Kuhn Fine Art Gallery, Marion, OH  
 The EYE-KEA Project International Video Art Festival, Cork City, Ireland  
 Cyber Human Forms, UAVM & Fonlad #06\_2010, Coimbra, Portugal, online

Virtual Worlds, UAVM, Coimbra, Portugal, online  
 One Minute Film Collection 2, VideoChannel Cologne 2010, Germany, online  
 JavaMuseum 2010 "Celebrate!", Cologne, Germany, online  
 Flash & Thunder, Festival Miden, Kalamata, Greece, online  
 TINT Arts Lab online residency exhibition  
 Episode 574: Look What I Found, ArtGrease: Television by Artists, Buffalo, NY  
 You Turn Me On and On and On, Embassy Gallery, Edinburg, Scotland  
 Instructions for Initial Conditions, Drift Station Gallery/Parallax Space, Lincoln, NE  
 Gamescenes: Art in the Age of Videogames, Matteo Bittanti, online  
 2009 art.tech, The Lab, San Francisco, CA  
 VIDEOKILLS International Video Art Festival 2009, Berlin, Germany  
 As X Approaches Infinity, Krowwork Gallery, Oakland, CA  
 Square Eyes Festival, Arnhem, The Netherlands (25% accepted)  
 namaTRE.ba 3 Project, Trebinje, Bosnia & Herzegovina  
 Crosstalk Video Art Festival, Budapest, Hungary  
 HZ Net Gallery #13: December 2009, online  
 Articulture, Media, PA  
 R U Evolved: Artists Reflect on Darwin @ 200, A Shenere Velt Gallery, Los Angeles, CA  
 AWKWARD, AVA Gallery, Chattanooga, TN  
 2008 SIGGRAPH: Slow Art, Los Angeles, CA  
 IMAFY, Cairo, Egypt  
 2007 artDC New Media Lounge, Washington, DC  
 Second Film Festival, Contemporary Image Collective, Cairo, Egypt  
 Portland Underground Film Festival, Portland, OR  
 Nihilist Film Festival, Santa Barbara, CA  
 Electro-online 2007, Alternate Articulation, Newcastle, Australia  
 Film und Videofestival One Minute, Aarau, Switzerland  
 WATCH THIS SPACE! Warehouse Gallery, Washington, DC  
 2006 Maryland Film Festival, Baltimore, MD  
 Janus, Maryland Art Place, Baltimore, MD  
 Born Again Dada, District of Columbia Art Center, Washington, DC  
 In War/At War: The Practice of Everyday, OPENSOURCE Gallery, Champaign, IL  
 Planet Ant Film & Video Festival, Detroit, MI  
 Holy Crap! What do you believe? Baltimore, MD  
 Takoma Park Film Festival, Takoma Park, MD  
 Sundeis Film Festival, Boston MA (Best Animated Film)

## Scholarly work: other

### PUBLICATIONS (DOUBLE-BLIND, PEER-REVIEWED)

- 2023 Oldenburg, Aaron, “[Simulating Dissociation: The Psychedelic Experience and Videogame Space](#),” *Hyperrhiz*, Issue 26, Summer 2023 (30-40% accepted)
- 2018 Oldenburg, Aaron, “[Heaven and Hellscape: Exploring Altered Mind States through Procedural Environments](#),” *International Symposium on Electronic Art (ISEA)*, (pp. 138-142), Faculty of Arts and Design, Durban University of Technology
- 2017 Oldenburg, Aaron, “[Abstracting Evidence: Documentary Process in the Service of Fictional Gameworlds](#),” *Game Studies*, Volume 17, Issue 1 (15% accepted, per website at time of publication)
- 2013 Oldenburg, Aaron, “[Sonic Mechanics: Audio as Gameplay](#),” *Game Studies*, Volume 13, Issue 1 (5% accepted, per website at time of publication)
- 2011 Oldenburg, Aaron, “[Simulating Faith](#),” *Journal of Gaming and Virtual Worlds*, Volume 13, Issue 1 (5% accepted)

### PUBLICATIONS (OTHER)

- 2017 Oldenburg, Aaron, “[Altered State Machines: Coding Salvia Space](#),” *Psychedelic Press XXII*
- 2013 Oldenburg, Aaron, “[Neviditelné krajinařství: Experimentální hry se zvukem](#)” (Czech translation of excerpt from Sonic Mechanics), *A2*, Volume 23
- 2012 Oldenburg, Aaron, “Artist Statements: Pieces of Jonestown” (reprint), *The Soundtrack*, Volume 5, Issue 1
- 2010 Oldenburg, Aaron, “[Pieces of Jonestown](#),” *The Jonestown Report*, Volume 12
- 2009 Oldenburg, Aaron, “[The Mischief of Created Things](#),” *NMC Media-N*, Foreignness and Translation in New Media

### TALKS

- 2022 “Night Walks: memory, dread, and sense-making through networked environmental memory,” New Ideas Session, *4th International Conference on Anticipation*, Arizona State University and online (single-blind peer-reviewed)
- 2022 “Night Walks Through Asynchronously-Networked Space,” an artist talk presented at the *27th International Symposium on Electronic Art*, Universitat Oberta de Catalunya, Barcelona, Spain, and online
- 2022 “Night Walks,” presented at the *13th Annual New Media Caucus Showcase*, College Arts Association Conference, online
- 2020 “Desert Mothers: a multiplayer virtual reality meditation circle,” presented as prerecorded video talk at the *Science of Consciousness REBOOT* conference, Center for Consciousness Studies, University of Arizona and online
- 2018 “Proceduralizing Altered States of Consciousness within Generative Videogame Landscapes,” presented at the *Mid-America College Art Association (MACAA) Conference*, University of Nebraska, Lincoln
- 2017 “Artist Talk: Procedural Experience,” *VisArts*, Rockville, MD
- 2014 “Convergence of Film and Video Games,” invited panel discussion at the *Maryland Film Festival*, Baltimore

- 2013 “Alum Visiting Artist,” *Imaging and Digital Arts 1st Year Welcome Event*, University of Maryland, Baltimore County
- 2011 “Ludic Listening: Sound Art in Video Game Design,” presented at the *12th International Symposium on Electronic Art*, Istanbul, Turkey
- 2010 “Irrational Mechanics,” presented at the *4th Upgrade! International Network Conference and Festival*, Soft Borders, São Paulo, Brazil
- 2010 “Faith-based Games,” presented at the *12th Biennial Symposium* at the Ammerman Center for Arts and Technology, Connecticut College, New Haven
- 2010 “Intuitive Design of Interactive Narrative,” presented at the *Game Writers Summit* at Game Developers Conference Austin

#### PRESS

- 2021 Vorstenbosch, Jacob (April 12, 2021), “[PEGBRJE: 1000 Heads Among the Trees and Resistance Is Fruitile](#),” *Medium*
- 2020 Soderberg, Brandon (February 14, 2020), “[My Idea of Fun: Aaron Oldenburg’s Slow Cinema Video Games](#),” *BmoreArt*
- 2020 Campuzano, Josué (January 22, 2020), “[Indies a la Deriva – Vol. VIII Aaron Oldenburg](#),” *HyperHype*
- 2020 Editorial Team (December 25, 2018), “[King Street Gallery Presents Dengke Chen, Goran Fazil, and Aaron Oldenburg In Play, Flow, and Ritual](#),” *East City Art*
- 2018 wf\_games (September 13, 2018), “[The city is not sleeping](#),” *Weird Fucking Games* Vol. L
- 2018 Fenwick, Julie (September 6, 2018), “[Visiting Jonestown: Site of the Largest Murder-Suicide in Modern History](#),” *VICE Australia*
- 2017 Siegel Burke, Stephanie (July-August 2017) “[Games Without Frontiers](#),” *Bethesda Magazine*
- 2016 Ehrhardt, Michelle (June 8, 2016), “[Islid Lets You Enter That Curious Half-Asleep State While Fully Awake](#),” *Kill Screen*
- 2016 Pierrec (June 2, 2016) “[Islid](#),” *L’OUJEVIPO*
- 2016 Andreas (May 30, 2016), “[How visitors of genocide sites in Cambodia transfer their feelings and impressions into digital games](#),” *Southeast Asia in Video Games*
- 2016 Polansky, Lana (May 28, 2016), “[Notes on Cho-Am: The Myth of Closure](#),” *Sufficiently Human*
- 2016 Kirkman, Rebekah (March 23, 2016), “[1,000 Heads Among the Trees’ at MAP](#),” *Baltimore City Paper*
- 2016 Fries, Daniel (February 29, 2016), “[A Videogame about the Impossibility of Grieving for Pol Pot](#),” *Kill Screen*
- 2015 pinjed (August 28, 2015), “[1000 Heads Among the Trees: brujería en la noche del desierto peruano](#),” *Anait Games*
- 2015 Priestman, Chris (August 14, 2015), “[The Blair Witch Project of Videogames Comes Out September 1st](#),” *Kill Screen*
- 2014 Priestman, Chris (August 14, 2014), “[Explore a Town Founded by Peruvian Desert Witches in Cachiche](#),” *Kill Screen*
- 2014 Polson, John (June 1, 2014), “[Explore an alternate human reality in photo-based generative narrative Cachiche](#),” *IndieGames: The Weblog*
- 2012 Porpentine (November 4, 2012), “[Live Free, Play Hard: The Week’s Finest Free Indie](#)



## Games,” *Rock, Paper, Shotgun*

- 2011 Hollis, Line (July 6, 2011), “[Depression \(2011\)](#),” *Line Hollis: Videogame Criticism*  
2011 Pierrec (March 27, 2011), “[Escape the Cage](#),” *L’Oujevipo*  
2009 Graft, Kris (September 15, 2009), “[GDC Austin: Interactive Narrative as a Counselor](#),” *Gamasutra News*

## INTERNAL RESEARCH GRANTS (UNIVERSITY OF BALTIMORE)

- 2020 The Science of Consciousness online conference registration grant, \$238  
2019 IEEE-GEM 2019 travel grant, \$1200  
2018 College of Arts and Sciences Summer Grant Program, \$2000  
2018 International Symposium on Electronic Art 2018 Travel Grant, \$2000  
2018 Mid-America College Art Association Conference Travel Grant, \$730  
2017 Slamdance DIG (Digital, Interactive, Games) 2017 Exhibition Travel Grant, \$1064  
2015 Sabbatical (Fall semester)  
2015 College of Arts and Sciences Summer Grant Program, \$600  
2014 International Symposium on Electronic Art 2014 Travel Grant, \$1400  
2014 College of Arts and Sciences Summer Grant Program, \$400  
2013 Vector Game + Art Convergence 2013 Travel Grant, \$606  
2012 College of Arts and Sciences Summer Grant Program, \$500  
2011 International Symposium on Electronic Art 2011 Travel Grant, \$1200  
2010 Soft Borders Conference Travel Grant, 2010, \$1200  
2010 Jonestown Periphery Travel Research Grant, 2010, \$1200  
2009 12th Biennial Ammerman Arts and Technology Symposium Travel Grant, 2009, \$759  
2008 Slow Art Exhibit at SIGGRAPH Travel Grant, 2008, \$1200

## Teaching

### COURSES TAUGHT

#### University of Baltimore

- 2007—pres COSC 155 Internet Technologies: Mastering the Basics (HTML/CSS/JavaScript)  
COSC 160 Graphics for Game Design  
GAME/COSC 260 Introduction to 3D Graphics  
COSC 320 Game Concept and Design  
COSC 324 Designing for Humans (user-centered design and usability testing)  
COSC 330 Applied Simulation  
COSC 405 Business of Games  
COSC 410 3-D Modeling  
COSC 414 Audio in Game Design  
GAME/COSC 415 Coding Tools for Designers  
GAME/COSC 418 Design of Multiplayer Games  
GAME/COSC 440 Frontiers of Game Design (Rotating subjects: non-visual digital games, computer vision, physical computing, proceduralist artgames)

GAME/COSC 445 Practical Game Programming  
 GAME/COSC 450 SDE Internship  
 COSC 460 Games, Simulations and Society  
 GAME/COSC 469 & 470 Game Development Project I & II (senior capstone project)  
 COSC 497 / IDIA 750 Special Topics in Computer Science (mobile game development)  
 COSC 497 Special Topics in Computer Science (technical art: shader programming and the render pipeline)  
 GAME/COSC 499 Independent Study

### **Digital Media Center, Johns Hopkins University**

2007—2008 Flash ActionScript Workshop  
 Flash Character Animation Workshop

### **University of Maryland Baltimore County**

2006 Visual Concepts III: Three-Dimensional Form, Space, and Interaction

### **Anne Arundel Community College**

2007—2008 CAT 211 Media, Materials and Processes  
 CAT 278 Flash

### INTERNAL INSTRUCTIONAL GRANTS (UNIVERSITY OF BALTIMORE)

2018 Helen P. Denit Honors Program Enhanced Course, 2018, \$985  
 2013 Technology Investment Grant, FY 2013 (Computer Vision and Motion Capture Using Microsoft Kinect), \$3772  
 2011 Technology Investment Grant, FY 2011 (Teaching Pervasive Game Design Using GPS & Microcontroller Technology), \$7963

### RELEVANT SOFTWARE EXPERIENCE, UNRANKED

**Code** C#, GDScript (Python-related), C++ (Certified Entry-Level Programmer, 12/16/22), JavaScript, HTML / CSS, Bash Scripting, PHP, MariaDB / MySQL, Arduino, Processing, Git  
**Engines** Godot, Unity (Certified Professional: Programmer, 3/12/20 - 3/12/23)  
**2D** GNU Image Manipulation Program, Krita, Adobe Photoshop, Adobe Illustrator, Procreate  
**3D** Blender, Autodesk Maya, Autodesk 3ds Max, Autodesk Mudbox, iPiSoft Motion Capture  
**Audio** Audacity, Adobe Audition, LMMS, Logic Pro  
**Video** KdenLive, Final Cut Pro, Adobe Premiere, OBS

## Service

UNIVERSITY OF BALTIMORE

### Program Director

- 2021—pres Simulation and Game Design Program Director
- 2016—2018 Simulation and Game Design / Digital Entertainment Program Director
- 2012—2015 Simulation and Digital Entertainment Program Director

### Promotion and tenure review

- 2022-pres College Executive Committee Chair (elected), College of Arts and Sciences
- 2020-2022 SIAT Executive Committee Chair (divisional evaluation and recommendations for promotion and tenure)
- 2017—2018 SIAT Executive Committee Chair
- 2013—2014 SIAT Executive Committee Chair
- Spring 2021 SIAT Post-tenure Review Committee Chair
- 2015 SIAT Post-tenure Review Committee Member

### Faculty searches

- 2018 Faculty Search Committee for School of Communication Design
- 2017 Faculty Search Committee for Applied Information Technology
- 2012—2013 Chair of Faculty Search Committee for Simulation and Digital Entertainment
- 2011—2012 Faculty Search Committee for Simulation and Digital Entertainment

### Events

- 2023 Simulation and Game Design 20th Anniversary
- 2018 Brain-to-Computer-Interface (BC2I) Competition, IEEE Baltimore, game design point person
- 2015—2017 GameScape Festival co-organizer
- 2011—2014 Global Game Jam organizer for local site

### Committee work

- 2021-pres Undergraduate Curriculum Committee, College of Arts and Sciences
- 2021 Program Director Compensation Summer Work Group
- 2020—2021 University System of Maryland / University of Baltimore Board of Regents Task Force Implementation Team (member of several work groups, chair of one, tasked with making recommendations on financial responsibility and alignment.)
- 2020—2021 Online Advisory Board member
- 2019—2020 Chair of Academic Policy Committee
- 2017—2020 Academic Policy Committee voting member

- 2013—2015 General Education Council voting member
- 2011—2012 Library Committee Chair

### Publicity

- 2021 “Gaming and Simulation,” [Interview with Dr. Nat Fuller on Foresight](#), October 20, 2021
- 2017 Game Design Program Interview with Sarah Cavill, May Special Education Section, Baltimore Sun

### PROFESSIONAL

- 2021-2022 *Jury member*, A MAZE. / BERLIN Award. International Independent Videogames and Playful Media Festival.
- 2017—2019 *Jury member*, A MAZE. / BERLIN Award
- 2020 *Reviewer*, Leonardo Journal
- 2020 *Grant Reviewer*, National Endowment for the Humanities
- 2019 *International Program Committee Member* (reviewed paper submissions), International Symposium on Electronic Art (ISEA)
- 2017 *Reviewer*, Game Studies, the International Journal of Computer Games Research
- 2017 *Reviewer*, Media and Communication, Cogitatio Press
- 2012—2014 *Jurist*, Serious Games Showcase and Challenge

### CURRENT PROFESSIONAL MEMBERSHIPS

- 2019—pres American Association of University Professors (AAUP), University of Baltimore Chapter
- 2012—pres New Media Caucus
- 2012—pres HASTAC (Humanities, Arts, Science, and Technology Alliance and Collaboratory)

### VOLUNTEER WORK

- 2012—2018 *Monthly visitor to individuals incarcerated in special management units and work camp*, Prisoner Visitation and Support, U.S. Penitentiary Lewisburg, PA
- 2014—2016 *Hosting weekly board game table for individuals under psychiatric care*, Spring Grove Hospital Center, Catonsville, MD
- 2013—2014 *Conducting one-on-one game design activities in a forensic psychiatric facility*, Clifton T. Perkins, Jessup, MD
- 2012—2013 *Facilitating group activities for kids awaiting trial as adults*, Hand in Hand, Baltimore City Detention Center, Baltimore, MD
- 2008—2010 *Patient Care*, Capital Hospice and JSSA Hospice and Transitions
- 2001—2003 *HIV Health Extension Agent*, Peace Corps, Mali, West Africa
- 1999—2001 *Radio Announcer*, WVFS Tallahassee
- 1999—2001 *Helpline24 Crisis Counselor*, Telephone Counseling and Referral Service, Tallahassee, FL
- 1996—1998 *Florida HIV/AIDS Hotline Telephone Counselor*, Telephone Counseling and Referral Service, Tallahassee, FL

## Compensated work

- 2022 *Artist*, Jungle Secrets Productions, Inc, Discovery Communications, LLC, Toronto, ON
- 2007—2008 *Independent Contractor*, AddictingGames.com, MTV Networks, San Francisco, CA
- 2004—2007 *Graduate Research Assistant*, Imaging Research Center, University of Maryland, Baltimore County
- 2005—2006 *Camp Director*, Cybercamps, Giant Campus, Inc., George Mason University, University of Baltimore, and Johns Hopkins University
- 2004 *Art Instructor for adults with developmental disabilities*, Pyramid Studios, Tallahassee, FL
- 2000—2001 *Florida HIV/AIDS Hotline Program Specialist*, Telephone Counseling and Referral Service, Tallahassee, FL
- 2000—2001 *Helpline24 Backup Supervisor*, Telephone Counseling and Referral Service, Tallahassee, FL
- 2000—2001 *Family Health Hotline Counselor*, Telephone Counseling and Referral Service, Tallahassee, FL
- 1999—2001 *Florida HIV/AIDS Hotline Telephone Counselor*, Supervisor and Trainer, Telephone Counseling and Referral Service, Tallahassee, FL