

Casey O'Donnell

Department of Telecommunications
Grady College of Journalism and Mass Communication
University of Georgia

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EDUCATION

Ph.D. Science and Technology Studies

Rensselaer Polytechnic Institute, Troy, NY

Advisor: Kim Fortun

Dissertation: *The Work/Play of the Interactive New Economy: Video Game Development in the United States and India.*

2005 - 2008, GPA: 4.0

M.S. Science and Technology Studies

Rensselaer Polytechnic Institute, Troy, NY

Advisor: Ron Eglash

Thesis: *A Case for Indian Insourcing: Open Source Interest in IT Job Expansion.*

2003 - 2005, GPA: 4.0

B.S. Computer Science and Mathematics Double Major, Women's Studies Concentration

Drake University, Des Moines, Iowa

Advisor(s): Michael Rieck, Vibeke Petersen

1997 - 2001

ACADEMIC EXPERIENCE

Assistant Professor

Department of Telecommunications

Grady College of Journalism and Mass Communication

University of Georgia

2008 - Current

Teaching Assistant

Rensselaer Polytechnic Institute

2005

Teaching Assistant

Drake University

2000

BOOKS

O'Donnell, Casey (2012-Estimated). *Developers in the Mist: The Creative Collaborative Practice of Videogame Development*. Cambridge, MA: MIT Press. Under R.

REFEREED BOOK CHAPTERS

O'Donnell, Casey (Forthcoming, 2012). *Piracy, Emulation, and the Rise of Homebrew: "Jailbreaking" the Social Movement*. pp. TBD in the Edited Volume, *Online Communities*. Edited by Lecia Barker. Cambridge, MA: MIT Press.

O'Donnell, Casey (Forthcoming, 2011). *This is not a Software Industry*. pp. TBD in the Edited Volume, *The Video Game Industry: Formation, Present State, and Future*. Edited by Peter Zackariasson and Timothy L. Wilson. New York, NY: Routledge.

O'Donnell, Casey (2007). *The Utility of Science and Technology Studies in the Emerging Discipline of Game Studies*. pp. 173-180 in *Język Kultura Komunikacja*, Volume 2.

O'Donnell, Casey (2007). *The Labor Politics of Scratching an Itch*. pp. 460-467 in the Edited Volume, *Handbook of Research on Open Source Software: Technological, Economic, and Social Perspectives*. Edited by Kirk St.Amant and Brian Still. Hershey, PA: IGI Global.

REFEREED JOURNAL PUBLICATIONS

O'Donnell, Casey (2011). Review Essay – *On the Back of a Flying Gryphon: Soaring Over/Through the Global Game Industry*. *Technology and Culture*. October 2011. Volume 52, Issue 4.

O'Donnell, Casey (2011). [*Games are not Convergence: The Lost Promise of Digital Production and Convergence*](#). *Convergence*. August 2011. Volume 17, Issue 2.

O'Donnell, Casey (2011). [*The Nintendo Entertainment System and the 10NES Chip: Carving the Videogame Industry in Silicon*](#). *Games and Culture*. Volume 6, Issue 1.

O'Donnell, Casey (2009). [*Production Protection to Copy\(right\) Protection: From the 10NES to DVD's CSS*](#). *IEEE Annals of the History of Computing*. Volume 31, Number 3. [Reprinted in *The Videogame Ethics Reader*. Edited by Jose P. Zagal (2011). San Diego, CA: Cognella Academic Publishing]

O'Donnell, Casey (2009). [*The Everyday Worlds of Videogame Developers: Experimentally Understanding Underlying Systems/Structures*](#). Volume 2. *Transformative Works and Cultures*.

O'Donnell, Casey (2007). [*Commentary: Making an Open Source Case for Offshoring*](#). *IEEE Transactions on Professional Communication* Volume 50, Number 2. Pp.85-87.

Eglash, Ron, Audrey Bennet, Casey O'Donnell, Sybillyn Jennings, and Margaret Cintorino (2006). [*Culturally Situated Design Tools: Ethnocomputing from Field Site to Classroom*](#). *American Anthropologist* Volume 108, Issue 2. Pp. 347-362.

O'Donnell, Casey (2004). [*A Case for Indian Insourcing: Open Source Interest in IT Job Expansion*](#). *First Monday* Volume 9, Issue 11.

MANUSCRIPTS UNDER REVIEW

O'Donnell, Casey. *The Curious Case of Osy Osmosis: Videogaming Kinship in Bio-Science Mediation*. Submitted to *Science as Culture*. September 2011.

O'Donnell, Casey. *The Ambiguity of the "MOD Chip": Pirate Cultural Production for the Nintendo DS*. Submitted to *New Media and Society*. April 2011. Revise and Resubmit.

O'Donnell, Casey. *Wither Mario Factory? The Role of Tools in Constructing (Co)Creative Possibilities*. Submitted to *Game Studies*. July 2010. Revise and Resubmit.

TRADE PRESS PUBLICATIONS

O'Donnell, Casey (2007). [*Quality of Life in a Global Game Industry*](#). IGDA Article on Global QoL.

O'Donnell, Casey (2007). [*The Wii-volution will not be Televised: The XNA-cution of a Business Model*](#). *Flow: Special Video Games Issue*.

ENCYCLOPEDIA ENTRIES

O'Donnell, Casey (2009). *Dragon Warrior*. *Encyclopedia of Play in Today's Society*. May 2009. Pp. 184-185.

O'Donnell, Casey (2009). *Sequence*. Encyclopedia of Play in Today's Society. May 2009. Pp. 628-630.

O'Donnell, Casey (2009). *Table Hockey*. Encyclopedia of Play in Today's Society. May 2009. Pp. 697-698.

NEWSLETTER ARTICLE

O'Donnell, Casey (2004). *Critique with a "K" - From Military matters of Concern to Cat's Cradles that Matter: In Search of Metaphors that Frame Inquiry*. Technoscience: Newsletter of the Society for Social Studies of Science 19.2:1-3.

CREATIVE WORKS

O'Donnell, Casey, et al (2011). *Osy*. February 2011. Published on iTunes App Store for iPad, iPhone, and iPod Touch. Published on Android Market for Android Phones and Tablets.

O'Donnell, Casey, et al (2011). [*SuperMegaTurboX64Box*](#). Published on the Global Game Jam website.

O'Donnell, Casey, et al (2010) [*Escape from Clown Town*](#). Published on the Global Game Jam website.

O'Donnell, Casey (2009). [*Escape from Ralph's Seafoodatorium*](#). Published on the Global Game Jam website.

INVITED LECTURES

O'Donnell, Casey. *Piracy, Emulation, and the Rise of Homebrew: "Jailbreaking" the Social Movement*. Online Communities Workshop (Boulder, Colorado). August 9, 2011.

O'Donnell, Casey. *Game Development as Cultural Production*. NSF Sponsored Workshop - Cultural Production in the Digital Age - Defining a New Research Agenda (Ithaca, New York and Philadelphia, Pennsylvania). March 19-21, 2011 [Cornell University] and April 20, 2012 [Temple University].

O'Donnell, Casey. *We Stand on the Precipice of a New Dark Ages*. University of Georgia - Demosthenian Society Keynote (Athens, Georgia). February 20, 2010.

O'Donnell, Casey. *Collaborative Videogame Production Practices*. University of Georgia - Ideas for Creative Exploration [ICE] Meeting (Athens, Georgia). September 22, 2009.

O'Donnell, Casey. *Managing the Wild Wild East: Controlling the Frontiers of the Global Videogame Industry*. University of Utah - Frontiers of New Media Symposium (Salt Lake City, Utah). September 18-20, 2009.

O'Donnell, Casey. *The Video Game Industry and Intellectual Property Rights: A Historical Perspective*. Chris Kely's History of Computing Senior Seminar, Harvard University (Cambridge, MA). October 5, 2007.

O'Donnell, Casey. *Game Development and QoL in India (and What it Means for Game Developers in the US)*. IGDA Chapter Meeting (Albany, New York). August 1, 2007.

O'Donnell, Casey. *Breaking (into) the Video Game Industry: Work, Play, and the Global Economy*. Drake University Science Colloquium Series (Des Moines, IA). March 2, 2007.

O'Donnell, Casey. *What's Cultural about Mathematics/Computing, and Why Does the Answer Matter?* Drake University Department of Mathematics and Computer Science (Des Moines, IA). March 1, 2007.

O'Donnell, Casey. *Talking about Communication across Disciplines and across Scales*. Vicarious Visions Company Wide Presentation (Albany, NY). July 21, 2006.

REFEREED PRESENTATIONS

O'Donnell, Casey (2011). *This is not a Software Industry*. Digital Games Research Association (DiGRA), Bi-Annual Meeting (Utrecht, Netherlands). September 2011.

O'Donnell, Casey (2011). *What's in a Game? The Mediums, Messages, and Mechanics in Simulations, 'Thingies,' and Videogames*. International Communication Association (ICA), Annual Meeting (Boston, Massachusetts). May 2011.

O'Donnell, Casey (2010). *The Curious Case of Osy Osmosis: Videogaming Kinship in Bio-Science Mediation*. American Anthropological Association (AAA), Circulation (New Orleans, Louisiana). November 2010.

O'Donnell, Casey (2010). *The Curious Case of Osy Osmosis: The Uncomfortable Balance Between Game Design and Education*. Meaningful Play, Designing and Studying Games that Matter (East Lansing, Michigan). October 2010.

O'Donnell, Casey (2009). *Software/Code is Society Made Malleable*. Society for Social Studies of Science (4S) Annual Meeting (Washington, D.C.). October 2009.

O'Donnell, Casey (2009). *The Allure of the Closed: Why Closed Videogame Platforms Exceed and Open Platforms Flounder*. AoIR Internet: Critical (Milwaukee, Wisconsin). October 2009.

O'Donnell, Casey (2008). *Writing Game Ethnographies: The Poetics and Politics of Interactive Narrative*. American Anthropological Association (AAA), Inclusion, Collaboration & Engagement (San Francisco, California). November 2008.

O'Donnell, Casey (2008). *What's Up with EA's SEC Filings? On Some Serious Fears for the Future of New Media*. iDMAa Ideas for the Future (Savannah, Georgia). November 2008.

O'Donnell, Casey (2008). *Taking the NES's PPU Bait: The Birth and Effects of the Graphics Processing Unit*. AoIR Internet Research 9.0: Rethinking Community, Rethinking Place (Copenhagen, Denmark). October 2008.

O'Donnell, Casey (2008). Panel Organizer: *Game(play) Platforms in the Air: How Language, Gender, and Technology Shapes Creative Production*. AoIR Internet Research 9.0: Rethinking Community, Rethinking Place (Copenhagen, Denmark). October 2008.

O'Donnell, Casey (2008). *Ethnography of a Moving Target: Thinking in Terms of a Vertical Slice*. AoIR Pre-Conference Workshop: In the Game (Copenhagen, Denmark). October 2008.

O'Donnell, Casey (2008). *If Games are Speech, Why Can't I Speak?: Shutting Down Collaborative Game Development*. IEEE Professional Communication Conference (Montréal, Canada). July 2008.

O'Donnell, Casey (2008). *Coercive Play and Consenting Work: The Gamer/Game Developer Connection*. Society for Cinema and Media Studies Conference (Philadelphia, PA). March 2008.

O'Donnell, Casey (2007). *Playing with Silicon, Transistors, and Electrons - The Worlds of Console Video Game Developers*. Playful Technocultures Unconference (Montreal, Canada). October 2007.

O'Donnell, Casey (2007). Panel Organizer: *Ways of Knowing Within and Through Games and Play*. Society for the Social Studies of Science (4S) Conference: Ways of Knowing (Montreal, Canada). October 2007.

O'Donnell, Casey (2007). *'It's like Spy vs. Spy': Playing the Global Video Game Industry Game*. Society for the Social Studies of Science (4S) Conference: Ways of Knowing (Montreal, Canada). October 2007.

O'Donnell, Casey (2007). *The Wii-volution will not be Televised: The XNA-cution of a Business Model*. AoIR Internet Research 8.0: Let's Play (Vancouver, Canada). October 2007.

O'Donnell, Casey (2007). *The Everyday Lives of Video Game Developers*. AAA Annual Meeting: Difference, (In)equality & Justice (Washington, DC). November 2007.

O'Donnell, Casey (2007). *Mixed Messages: Independent and Collaborative Console Video Game Development*. Media in Transition (MiT5): Creativity, Ownership, and Collaboration in the Digital Age (Boston, MA). April 2007.

O'Donnell, Casey (2007). 'Thank you Mario. But our Princess is in Another Castle!': On Finding Some New Research Punchlines. STS Graduate Student Conference: Metamorphosis (Troy, NY). February 2007.

O'Donnell, Casey (2006). *A Culture of Play: The Work and Play of Developing Video Games*. American Anthropological Association (AAA) Annual Meeting: Critical Intersections/Dangerous Issues (San Jose, CA). November 2006.

O'Donnell, Casey (2006). *Playing Hardware Games: Video Game Development as Heterogeneous Engineering*. Society for the Social Studies of Science (4S) Conference: Silence, Suffering and Survival (Vancouver, Canada). November 2006.

O'Donnell, Casey (2006). *The Nintendo Entertainment System and the 10NES Chip: Carving the Video Game Industry in Silicon*. Society for the History of Technology Annual Conference (Las Vegas, NV). October 2006.

O'Donnell, Casey (2006). *The Nintendo Entertainment System and the 10NES Chip: Carving the Video Game Industry in Silicon*," STS Graduate Conference: Practice, Process, Papers (Cambridge, MA). February 2006.

O'Donnell, Casey (2005). *Producing Technoscience Secrets: Intellectual Property and its Laborers*. Emergent Nature/Cultures Workshop (Minneapolis, MN). September 2005.

O'Donnell, Casey (2005). *Disciplining Punk Rock: The Utility of Marginality in STS*. STS (R)evolutions Conference (Virginia Tech, VA) March 2005.

O'Donnell, Casey (2004). *A Case for Indian Insourcing: Open Source Interest in IT Job Expansion*. Society for the Social Studies of Science (4S/EASST) Conference: Public Proofs: Science, Technology and Democracy (Paris, France). August 2004.

O'Donnell, Casey (2004). *Culturally Situated Design Tools: Designing Modest IT Interventions*. STS Graduate Student Conference: Heart-Shaped Black Box (Troy, NY). February 2004.

O'Donnell, Casey (2000). *3D Visualization Tool Creation Using Java and OpenGL*. Iowa Space Grant Consortium's Virtual Research Reports for 2000 (Ames, Iowa). September 2000.

PROFESSIONAL PRESENTATIONS

O'Donnell, Casey (2011). *Alternative Financing for Games*. Southern Interactive Entertainment & Game Expo [SIEGE] (Atlanta, Georgia). October 2011.

O'Donnell, Casey (2010). *Funding Your Own Startup*. Southern Interactive Entertainment & Game Expo [SIEGE] (Atlanta, Georgia). October 2010.

O'Donnell, Casey (2009). *Start Your Unity Engines*. Southern Interactive Entertainment & Game Expo [SIEGE] (Atlanta, Georgia). October 2009.

O'Donnell, Casey (2007). *Quality of Life in a Global Game Industry*. Game Developers Conference (GDC): Take Control (San Francisco, CA). March, 2007.

O'Donnell, Casey (2007). *Mapping Your Corporate Geomorphology*. Game Developers Conference (GDC): Take Control (San Francisco, CA). March, 2007.

GRANTS, AWARDS, ASSISTANTSHIPS

Interactive Science in 3D, LLC (IS3D), Athens, Georgia

August 2011-August 2013

- Awarded: Stimulating Young Neuroscientists and Physiologists in Science Education (S.Y.N.A.P.S.E.) \$500,000 Phase I Small Business Innovation Research (SBIR) National Institute of Health Grant
- Applied: NURBITS – \$500,000 Phase I Small Business Innovation Research (SBIR) National Institute of Health Grant
- Applied: BeeTees – \$500,000 Phase I Small Business Innovation Research (SBIR) National Institute of Health Grant

University of Georgia, Athens, Georgia

Nominated for Richard B. Russell Award for Excellence in Undergraduate Teaching

February 2011

University of Georgia, Athens, Georgia

National Institute of Health

- "Engaging Students In Diabetic Kidney Disease: An Interactive Inquire Approach." Co-PI with Scott Brown of the College of Veterinary Medicine. Requested: \$537324 [Proposed]
- "Engaging Underrepresented Students In Neuroscience Through Scaffolded Inquiries." Co-PI with Gaylen Edwards of the College of Veterinary Medicine. Requested: \$269238 [Proposed]
- "Engaging Students In Immunology: An Interactive Case-Based Approach." Co-PI with Jim Moore of the College of Veterinary Medicine. Requested: \$188377 [Proposed]
- "Methbusters: An Interactive Case And Game Based Approach To Drug Abuse Education." Co-PI with Gaylen Edwards of the College of Veterinary Medicine. Requested: \$269975 [Proposed]

University of Georgia, Athens, Georgia

National Science Foundation

- "Assessing The Effectiveness Of Virtual Environments: Stem Education And Female College Students With Poor Spatial Skills." Co-PI with Jim Moore of the College of Veterinary Medicine. Requested: \$207426 [Proposed]
- "Mondivee" - A physical science and engineering-based game that engages third grade students while teaching them basic STEM concepts. Co-PI with Jenna Jambeck of the UGA Department of Engineering. Requested: \$49952 [Proposed]

University of Georgia, Athens, Georgia

Knight News Challenge Grant

- "A New Model for News Websites: News Games, Social Networking, and Community Involvement." Co-PI with Itai Himelboim of UGA Grady College. Requested: \$200,000 [Not Funded]

University of Georgia, Athens, Georgia

National Institute of Health Science Education Partnership Award

2009-2010

- Coordinated efforts with an interdisciplinary team to design and prototype educational games.
- Design and development of "[Osy](#)" videogame, funded by the UGA VentureLab.

University of Georgia, Athens, Georgia

Lilly Teaching Fellowship

March 2009 - May 2011

- \$2,000 Instructional Development

American Anthropological Association - General Anthropology Division

Prize for Exemplary Cross-Field Scholarship

2008 and 2009

- For essay "Culturally Situated Design Tools: Ethnocomputing from Field Site to Classroom." \$1,000 Honorarium

Rensselaer Polytechnic Institute, Troy, New York

NSF Dissertation Improvement Grant

May. 2006 - May. 2008

- NSF Dissertation Improvement Grant ([Award #0620903](#)) - "[Playing the New Economy: Video Game Development in India and the United States.](#)"
- Grant Award Amount: \$12,000

Cultural Anthropology, Troy, New York

Journal Editorial Assistant (<http://www.culanth.org/>)

January. 2006 - August 2007

- Transitioned editorial process to new electronic workflow system (OJS).
- Assisted in initial screening of essays, identifying and requesting reviewers, and reviewing and making editorial decisions.
- Wrote "editorial footnotes" for issues 22.2, 22.3, and 22.4.
- Developed new Website using the PHP/Drupal based Content Management System (CMS).
- Created teaching lists and promotional paragraphs for essays in Cultural Anthropology centered around "Areas" and "Themes."

Change the World Challenge

Design Award for Work on Virtual DJ

September 2005

- Award Amount: \$1,000

Rensselaer Polytechnic Institute, Troy, New York

NSF ITWF Grant Research Assistant

Sept. 2003 - August 2005

- NSF Grant ITWF0119880 ([Award #0634329](#)): " Evaluation of Culturally Situated Design Tools in the Recruitment and Retention of Underrepresented Minorities for Information Technology Careers. "
- Designed and developed educational software tools aimed primarily at inner city youth as part of the Culturally Situated Design Tools project. (See <http://www.rpi.edu/~eglash/csdt.html>).
- Performed quantitative analysis of survey data gathered by teachers and researchers.
- Created "Rhythm Wheels" and "Virtual DJ" Design Tools using Java, C++, FMOD, wxWidgets, and OpenGL.

Aerospace States Agency Award

Award for Work in Aerospace and Commitment to the Community

April 2001

- Award Amount: \$1,000
- Award Description: The Aerospace States Association sponsors an annual competition for Undergraduate Scholarships for students majoring in aerospace-related fields of study.

Iowa Space Grant Consortium

Grant for Cooperative work with NASA and Jet Propulsion Labs (JPL)

September 1999 - May 2001

- Grant Amount: \$1,000 / Semester
- Description: For continued collaboration and development with the WebWinds team at JPL on 3D scientific visualization tools.

STUDENT ADVISEMENT

Master's Thesis Committee Chair

Michael Thomas Harman - “(Digital) Sharing is (Analog) Caring: An Ethnographic Study of Ideological Motivations of Digital Pirates”

Graduation: Summer 2012 [Expected]

Master's Thesis Committee Member

Michael Meindl - “Death to Life!: Crafting a Script and Workshop Performance That Incorporates a Live Actor, Puppet, and Animated Character”

Graduation: Summer 2011

Ph.D. Dissertation Committee Member

Gabrielle J. Garner - “The Making of Serious Videogames: An Ethnographic Account and Grounded Theory of Team Work”

Graduation: Summer 2011

Master's Thesis Committee Member

Amy Wilson - “The Organization-Public Relationship Goes Public”

Graduation: Summer 2011

Ph.D. Dissertation Committee Member

John Best - “The Effects of Acute Forms of Physical Activity on Children's Attention”

Graduation: Spring 2011

Master's Thesis Committee Member

C. Jordan Lynn - “Player Profiles: Understanding Immersion and Player Experience in Digital Games”

Graduation: Summer 2009

Master's Thesis Committee Member

Eileigh Doineau - “Possible Space” - Honors Recipient

Graduation: Spring 2009

SERVICE COMMITMENTS

Athens Chapter of the Georgia Game Developers Association

Chapter President

Fall 2008 - Current

Peer Review Commitments

Association of Internet Researchers (AoIR) Conference Panel Reviewer

2008-2010

Digital Games Research Association (DiGRA) Conference Reviewer

2009

International Communication Association (ICA) Conference Reviewer

2008-2009

"Games and Culture"

2008-2009

"Convergence"

2009

"New Media and Society"

2009-2010

"American Anthropology"

2009

"Cultural Anthropology"

2008

University of Georgia, Grady College

Committee on Academic and Instructional Technology (CAIT)

2010-Current

Department Faculty Search Committee

2010-2011

Department Committee on New Media Curriculum Development

2010

Department Committee on Curriculum Review

2009-2010

Peabody Screening Committee Member

2009-2010

"Gradyfest" Guest Judge

2009

Editorial Board Member

"Design and Implementation of Educational Games: Theoretical and Practical Perspectives"

Fall 2008 - Current

New Media Consultant

Cultural Anthropology (<http://www.culanth.org>)

Spring 2008 - Current

Website Editor and Administrator

Cultural Anthropology (<http://www.culanth.org>)

Fall 2007 - Spring 2008

Graduate Student Representative

STS Dept., RPI. Student Liaison to the STS Graduate Committee.

2005 - 2006 (Re-elected)

2003 - 2004

Editorial Board Member

"After Culture: Emergent Anthropologies Journal."

2005 - 2008

Co-Editor

4S "Technoscience" Newsletter and Website (<http://4sonline.org/profession/events.htm>)

Spring 2005 - Spring 2008

Graduate Department Colloquium Speaker Organizer

STS Dept., RPI.

Fall 2005 - Spring 2006

PROFESSIONAL AFFILIATIONS

- Society for the Social Studies of Science (4S)
- American Anthropological Association (AAA)
- Society for Cultural Anthropology (SCA)
- Society for the Anthropology of Work (SAW)
- Association of Online and Internet Researchers (AoIR)
- International Game Developers Association (IGDA)
- IGDA "SIG" - Special Interest Group on Tools
- IGDA "SIG" - Special Interest Group on Education
- IGDA "SIG" - Quality of Life [Elected to Steering Committee]
- IGDA "SIG" - Diversity
- Georgia Game Developers Association (GGDA)
- GGDA Athens Chapter President

PROFESSIONAL EXPERIENCE

University of Georgia, Athens, Georgia

Assistant Professor

August. 2008-Current

- Founder of the UGA Gamelab.
- Creative Director and Co-Founder of [IS3D-Online](#), funded by the UGA VentureLab and NIH.
- Co-Founder of [SensuSoftware](#).

Vicarious Visions, Troy/Menands, New York

Independent Researcher

October. 2004-July, 2008

- Examined corporate and workplace practices, technologies, and culture.
- Participant observation on teams working on Batman (PSP-Canceled), Ultimate Spiderman (PSP-Canceled), Call of Duty (PSP-Canceled), Spiderman 3 (PS2, Wii, PSP), Marvel Ultimate Alliance 2.
- Worked to improve communication across disciplines and throughout the organization.

RedOctane, Chennai, India

Game Development and Production Consultant

December. 2006-January, 2007

- Worked with engineers, artists, and designers on a prototype game design for the Nintendo DS using Nintendo's Nitro SDKs.
- Moved the engineering group to an integrated development environment and debugging tools.
- Assisted engineers and artists in the creation of a data driven art-asset pipeline.
- Moved the art group to the newly created pipeline with Ensata Emulator integration for viewing asset changes in real-time.
- Spoke with developers regarding their experiences and how to streamline and improve processes in the future.

Avatech Solutions, Des Moines, Iowa

Senior Software Engineer

Sept. 2001-August 2003

- Designed and developed proprietary design automation and "tool" software solutions.

- Functional and detailed design specifications of software contracts prior to development. Decisions made regarding breakdown of software components and their implementation. Design modeling done using UML.
- Coordination of multi-developer teams, including time and focus management. Frequently developers were spread over several offices requiring both face to face and remote collaboration.
- Visual Studio (Visual C++, Visual Basic, Visual Basic for Applications (VBA), Visual Source Safe) primary development platform.
- ObjectARX/ObjectDBX and VisualLISP for AutoCAD Development.

3D Pipeline, La Jolla, California

Software Engineer

Aug. 2000-Sept. 2001

- Designed and developed proprietary game development technologies.
- Breakdown of software components based upon often incomplete or unknown specifications, in such a way that major changes to API interfaces and underlying implementations would minimally impact development time.
- 5.1 Sound System API development using DirectX/DirectSound (for Windows based targets) and FMOD (for other operating system targets).
- Visual Studio (Visual C++) primary windows development platform.
- CodeWarrior and Project Builder both utilized for MacOS development platform.
- OpenGL Effects System Development.

NASA Jet Propulsion Labs, Pasadena, California

Software Developer

Sept. 1998-Aug. 2000

- Large scale Java application development on Solaris/Irix/Linux systems, targeting all major computing platforms. Application provided analysis of large data-sets, typically used for analyzing 3D datasets from satellites.
- OpenGL based 3D visualization. OpenGL support added natively through JNI (Java Native Interface). 3D visualization included the creation of isosurfaces, pseudo-volumetric rendering, and true volumetric rendering. Real-time optimization of models performed with scaling decimation routines that determined decimation levels based upon individual machine performance.

OPEN SOURCE SOFTWARE DEVELOPMENT

G3D Mac OS X Project Lead

June, 2005 - August 2009

- G3D is a commercial-grade 3D Engine available as Open Source Software (Released under the BSD License).

cURL and wxCURL

May, 2004 - August, 2008

- Contributor to libCURL and creator/maintainer of the wxCURL project, a wxWidgets binding for libCURL.

wxWidgets

February 2005

- Contributed database based file-storage sample application.

SOFTWARE EXPERIENCE

- Unity3D Game Engine: Unity C# and JavaScript Development for PC/Mac, iPhone and Android
- Löve2D Game Engine: Lua Scripting for Game Mechanic Prototyping
- Nintendo NES Homebrew Development via ASM6 Compiler

- Nintendo DS Homebrew Development via DevKit Pro
- Programming Languages: C/C++, Java, Python, Lisp, Scheme, PASCAL
- API's: OpenGL, DirectX, FMOD, Wwise, OpenAL, wxWidgets, LibCURL, SDL, Box2D, ObjectARX/DBX, Win32, MFC, Mac OS X Carbon
- Dev. Environments: XCode, CodeWarrior, Visual Studio 6.0 - 2010, KDevelop, Make, CMake, iCompile
- Web Technologies: HTML/XHTML, XML, XSLT, Java Script, CSS, PHP. Particular familiarity with the Drupal CMS.

REFERENCES

Scott Shamp

Professor and Director of the New Media Institute
 Grady College
 University of Georgia
 120 Hooper Street
 Athens, Georgia 30602-3018
sshamp@uga.edu

T.L. Taylor

Associate Professor
 Center for Computer Games Research
 IT University of Copenhagen
 Rued Langgaards Vej 7, DK-2300
 Copenhagen, Denmark
tltaylor@itu.dk

Hector Postigo

Associate Professor
 Dept. of Broadcasting, Telecommunications & Mass Media
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Kim Fortun (Dissertation Committee Chair)

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Christopher Kelty

Associate Professor

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