

TEACHING

- 2021- Assistant Professor of Media Art, University of South Carolina
- 2015-21 Lecturer, Northwestern University, Evanston, IL
- 2018 Visiting Lecturer, Northwestern University at Qatar, Doha, Qatar
- 2013-15 Instructor, School of the Art Institute of Chicago
- 2012-15 Part-time Assistant Professor, DePauw University, Greencastle, IN

EDUCATION

- 2012 MFA New Media Arts, University of Illinois at Chicago
- 2011 MA Art History, University of Illinois at Chicago
- 2006 BA Communication Arts, North Park University, Chicago, IL

AWARDS/GRANTS/RESIDENCIES

- 2023 McCausland Innovation Fund for Online Program and Course Development
University Film and Video Association, New Media Area, 2nd Place
- 2022 USC Center for Teaching Excellence Virtual Environments Grant
- 2018 MacArthur International Connections Fund
- 2017 Terra Foundation for American Art
- 2014 ACRE Residency, Steuben, WI/Chicago, IL
- 2013 Hatch Residency, Chicago Artists' Coalition, Chicago, IL

PUBLICATIONS

- 2025 "Applied Systems Aesthetics: Jack Burnham and Contemporary Video Game Art." To be published in *Leonardo*, Volume 58, Issue 1 (February 2025).
- 2024 "Goals" in *Video Game Art Reader Volume 5: Game Arts Curators Kit* (eds. Tiffany Funk, Maria Lujan Oulton, Chaz Evans, Rene G. Cepeda, and Tim Kwasny) Amherst College Press
- 2022 "To Craft a Game Arts Curators Kit" co-authored with R. Cepeda, in *Playful Materialities* (eds. Beil, Freyermuth, et. al), transcript publishing/Columbia University Press
"Exponential Backlogs, or a Short Game Manifesto" in *Video Game Art Reader Issue 4* (ed. Tiffany Funk), Amherst College Press
- 2015 "Mapping the Mediascape: The Politics of Chinese Software Art" in *Locating Emerging Media* (eds. Benjamin Aslinger, Germaine Halegoua), Routledge
"Seeing without crosshairs: a survey of the first-person non-shooter", A.V. Club
- 2014 "The Brechtian, Absurd, and Poor Video Game: Alternative Theatrical Models of Software-based Experience", *Journal of Games Criticism: Volume 1, Issue 2*
"Depth Sensing: The Connotations of Body Data and the Microsoft Kinect" Media Commons

EXHIBITIONS/PERFORMANCES/SCREENINGS

- 2023 *FRAME SWITCH*, UFVA New Media Exhibition, Georgia Southern University, Savannah, GA
- 2020 *FRAME SWITCH*, Commiserate Chicago New Media Art Festival, MADD Center at the University of Chicago
- 2019 *FRAME SWITCH*, Munich Medientage, Munich, Germany
Evans Dances Baldessari Sings Lewitt, Granoff Center, Brown University, Providence, RI
- 2018 *Escape from the Bonaventure: 4th Floor Mezzanine*, Restroom, ACRE Residency, Steuben WI
- 2016 *Past Lives*, UnionDocs, New York, NY

CURATORIAL

- 2022 *Kristin McWharter: Football Practice*, Hyde Park Art Center, Chicago, IL
- 2020 *Personal Action, Public Display*, Included in *Artists Run Chicago 2*, Hyde Park Art Center, Chicago, IL
- 2019 *Studio Oleomungus: Notes in the Margins of History*, VGA Gallery, Chicago, IL
Chicago New Media: 1973-1992, Associate curator, Ars Electronica, Linz Austria
- 2018 *Hunt & Peck: Alternative Expressions of the Keyboard*, Maryland Institute College of Art Dolphin Gallery, Baltimore, MD
Chicago New Media: 1973-1992, Associate curator, Gallery 400, UIC, Chicago, IL
Backlog: Five Years Building the VGA Print Collection, VGA Gallery, Chicago, IL
The Ears Have Walls: A Survey of Sound Games, The Museum of Digital Art and Entertainment, Oakland CA
VGA Print Collection at Rules and Play, The Living Arts & Science Center, Lexington, KY

PUBLIC SPEAKING

- 2024 "Maya as Harbinger of Post-lens Visuality," SLSA, Dallas, TX
"The Kallos of Polygons," Society for Animation Studies, University of New South Wales, Sydney, AU
- 2023 "The Osteocentrism of Wireframe Aesthetics," SLSA, ASU, Tempe, AZ
Game Art International Assembly, Ontario College of Art and Design, Toronto, CA
"Displacement Map: Challenges to Core Aesthetic Values in 3D Animation", CAA, NYC
- 2020 "The Legacy of Jack Burnham on Video Game Art and Emerging New Media," CAA, Chicago, IL.
Discussant, "Artist-made Objects of Indeterminate Status and the Catalogue Raisonné", CAA 2020
- 2019 Game Art International Assembly, Centro Cultural General San Martín, Buenos Aires, Argentina
"VGA Reader Roundtable: Emerging Infrastructures for Video Game Art," SLSA, UC Irvine.
"At War: Alternative Games and Critical Play," DePaul Art Museum
Panelist, Conference for Research on Choreographic Interfaces, Granoff Center, Brown University
- 2018 "Horizontal Nodes: Notes on a Studio-based approach to Video Game Art Pedagogy," Chicago Colloquium on Digital Humanities and Computer Science, Loyola University
Keynote Speaker, "Fidelities of Context in Global Game Production", Digital Humanities Alliance of India Conference, India Institute of Management, Indore

PROFESSIONAL AFFILIATIONS

- 2019 Juror, Art Gallery Area, SIGGRAPH International Conference
Juror, ACRE Residency, Steuben WI, Chicago, IL
- 2018 Juror, Animation Section, Chicago International Film Festival
Volunteer Staff, ACRE Residency, Steuben WI/Chicago, IL
- 2013-23 Director of Exhibitions, VGA Gallery
- 2013- Board of Directors, VGA Foundation

PRESS

- 2022 "Media Arts professor discusses National Video Games Day", WOLO ABC, Columbia, SC
- 2018 Caroline Picard, "'Chicago New Media 1973-1992' pays tribute to the city's contribution to video games and digital art", Chicago Reader
- 2017 Steve Johnson, "Putting video games on gallery walls", Chicago Tribune
Niala Boodhoo, "New Video Game Art Gallery Comes to Chicago", The 21st, Illinois Public Media
Alan Bradley, "'Savior': Politics, Game Development, Performance Art in an Evolving Cuba", Rolling Stone