

Creations

NAME	DESCRIPTION	RELEASE DATE
HEXaDecimate	Tabletop card game in which everyone plays as a millennial witch; everyone must defend themselves from alt-right occult magic. Completed with help from illustrators.	October 2018
Not Constantinople	A Python script that blends real-world place-names with with "recipes" of cultures.	August 2018
Card Creator	A Python script for generating custom cards from a .csv file.	January 2018
Traitor Nightly	An experimental digital interactive fiction project. Completed with help from audio artists.	May 2017
The Simulation	A short downloadable pen-and-paper game that mocks tech CEOs such as Elon Musk that are funding research in how to leave the simulation we live in.	October 2016
No Pineapple Left Behind	A management simulator about public education and dehumanizing children into tropical fruit. Completed after two years of full-time development and with the help of a small team of audio/visual artists.	February 2016
Jade Helm 15	Short downloadable pen-and-paper game that mocks the infamous Jade Helm 15 conspiracy theories.	July 2015
RocketJumpfication	Short text-based modification of a game by Caroline Murphy (http://carolineamurphy.com/).	April 2014
Neocolonialism	Strategy game in which 1-5 players compete to extract as much wealth from the world as possible. Completed after two years with the help of a small team of audio/visual artists.	September 2013

Exhibits

NAME	DATE	TOWN	STATE
Boston Festival of Indie Games	September 2012	Cambridge	MA
MAGFest	January 2013	Washington	DC
PAX East	April 2013	Boston	MA
Made in MA	April 2013	Cambridge	MA
Different Games	April 2013	Brooklyn	NY
Made in MA	April 2014	Cambridge	MA
Different Games	April 2014	Brooklyn	MA
Boston Festival of Indie Games	September 2014	Cambridge	MA
GDC	March 2015	San Francisco	CA
Boston Festival of Indie Games	September 2015	Cambridge	MA
Different Games	April 2016	Brooklyn	NY
WordHack	June 2017	Manhattan	NY
Made in MA	July 2017	Boston	MA
Boston Festival of Indie Games	September 2017	Cambridge	MA
PAX East	March 2018	Boston	MA
Different Games	October 2018	Worcester	MA
Salem Haunted Happenings	October 2018	Worcester	MA

Speeches

NAME	DATE	VENUE	TOWN	STATE
Most educational games are crap (but don't have to be)	September 2012	Boston Indies	Cambridge	MA
Most educational games are crap (but don't have to be)	December 2012	Beacon Hill Friends House	Boston	MA
Funding Your Game	March 2013	MIT Business in Games Conference	Cambridge	MA
Most educational games are crap (but they don't have to be)	March 2013	PAX East	Boston	MA
Neocolonialism Post-Mortem	April 2014	Boston College	Boston	MA
Neocolonialism Post-Mortem	May 2014	Boston Indies	Cambridge	MA
Lawncraft (Part 1)	August 2014	Boston Indies	Cambridge	MA
Chronicle of House Dunkeld	October 2014	Boston Indies	Cambridge	MA
Lawncraft (Part 2)	January 2015	Boston Indies	Cambridge	MA
4x Strategy Games	February 2015	Indiecade East	New York City	NY
How to Ask Out a Pineapple	October 2015	Boston Unity Group	Cambridge	MA
Subaltern Games	April 2016	Olin College	Needham	MA
The Byzantine Empire, 1261-1453	August 2016	GameLoop	Cambridge	MA
Open Studios Presentation	October 2016	Bemis Center	Omaha	NE
Subaltern Games	November 2016	University of Nebraska	Omaha	NE
Stop Remaking Mario	January 2017	Boston Indies	Cambridge	MA
The Gerald Expedition: A Kerbal Space Program Report	March 2017	Boston Indies	Cambridge	MA
How to Create Games (The Sneaky Way)	April 2017	Code Creative	Cambridge	MA
Games as Systems	May 2017	Boston CyberArts	Boston	MA
Traitor Nightly Post-Mortem	June 2017	Babycastles	New York City	NY
Traitor Nightly Post-Mortem	July 2017	Women in Games Boston	Cambridge	MA
Traitor Nightly	August 2017	Boston Unity Group Boston Festival of Indie Games	Cambridge	MA
Indie Game: The Post-Mortem	January 2018	Boston Indies	Cambridge	MA
Homeworld and Religiosity	September 2018	Boston Indies	Cambridge	MA
How to Procedurally Generate the Talmud	April 2019	Babycastles	New York City	NY

Residencies

NAME	DATE	TOWN	STATE
Bemis Center for Contemporary Arts	September 2016 - November 2016	Omaha	NE

Teaching Experience - NuVu

In 2017, I taught at NuVu, an alternative maker-space school for teenagers. The students enroll for 3-12 months, and participate in 2-3 studios. I teach the students how to understand current events via game design (students work in pairs to work on their own projects). Studios I taught:

NAME	DESCRIPTION
Spatial Game Design	Use architectural theory and Unity3D to create puzzle games.
Play to Protest	Create tabletop games about protests (while subsequently learning to understand “the protest” as a phenomenon, and how to craft sociological narrative).
Las Tractoradas	All of the students took on specific developer rolls such as “programmer” and “artist” to make a video game about the 2017 Catalan independence movement.
HyperAccess	Students made public interactive art installations critiquing accessibility issues in Cambridge, Massachusetts.