

## Relevant CV:

**1991:** Started my first business designing and manufacturing animation armatures for the RISD animation program.

**1999:** graduated Hampshire College by **writing, illustrating, printing & hand-binding** *Homunculus*, a illustrated science fiction book in the form of medieval mystical allegory.

**2001-2005:** Lecturer at the Yale School of Fine Art and **manager of the digital design studios.**

Designed and built **dozens of gliders and remote-controlled sailplanes.**

**2004:** **Book design** for the critically-acclaimed *Dogs in the Vineyard* roleplaying game.

**2005:** **Designed & Published** *Under the Bed*, a roleplaying game inspired by The Wizard of Oz and Alice in Wonderland. **Book design** for *The Mountain Witch*, by Timothy Kleinert, a roleplaying game of Japanese sengoku drama.

**2006:** **Designed & published** *Shock: Social Science Fiction*, a game for players cocreating original science fiction in the vein of Philip K. Dick and Octavia Butler. **Designed an edition** of Lafcadio Hearn's *Kwaidan*.

**2008:** **Designed & published** *Beowulf*, an edition of the poem with rules for collaboratively creating such stories from a perspective, critical of political "hero" rhetoric, inspired by John Gardner's *Grendel*.

**2009:** Started building **electronic musical instruments.**

**Invited to join the MIT Cardboard Jam** at the Gambit Game Labs; Completed design of *Light Fuse and Get Away* in one weekend.

**2010:** **Built a series of bicycles**, culminating in building (then rebuilding) one from the spokes up.

**Published Shock:Human Contact**, a roleplaying game of political science fiction inspired by Ursula K. Le Guin and Iain M. Banks.

Began a series of **polyclay sculptures** alternating known and speculative anatomies.

**2011:** **Italian edition of Shock:Social Science Fiction** released, **invited to Lucca, Italy to speak** on game design.

## Recent Speaking

**PAX** on restructuring geek social circles to **support minority identities**, game design theory, and publishing realities & potentials of the 21st century.

**University of New Mexico** on the **sociopolitics** of art, science, and games.

**Pioneer Valley Game Studies Colloquium** at **UMass** on game design as studio art.

**Denver Comic Con** on the politics of game design.

**Penn State Altoona** on the place games have in human culture.

## Recent Teaching

**Taught Hampshire** JanTerm Game Design.

**Designed Hampshire College's game design program**, lauded by The **Princeton Review** as one of the **best game design programs in the country.**

**Taught game design at Landmark College** to their **neurodiverse** population of students.

**Invited to replicate the Hampshire game design program** at the University of Massachusetts, Amherst.

## Recent Publications

**Published Mobile Frame Zero: Rapid Attack**, a tabletop wargame and setting **critical of the moral stance of the genre.**

**Published Mobile Frame Zero:002 Intercept Orbit.**

## Currently

**Publishing The Bloody-Handed Name of Bronze**, a roleplaying game about the tensions between desire and compassion.

**Publishing art, fiction, interview, experimental music, and cultural critique** as part of the *xenoglyph* project.

**Directing, developing, fundraising, teaching, and student counseling** in the **LightHouse** alternative school's Makerspace for Holyoke's economically, racially, linguistically diverse community. They are the (anonymized) subject of **Punk Rock Pedagogy**, an **education blog** developing on MIT's Pedagogy of Play, Piaget, and Waldorf educational philosophies.