Curriculum Vitae

Devin Wilson
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Education:
- PhD, Digital Media, Georgia Institute of Technology, Atlanta, Georgia - 2014-2018 (Expected)
- MFA, Media Arts Production, University at Buffalo, Buffalo, New York - 2011-2014
  - Thesis: "The Three Marks of Existence in Buddhism and Games"
- BA, Media Study - Production, Minor: Philosophy, University at Buffalo, Buffalo, New York – 2007-2011
  - Graduated Summa Cum Laude, Member of Honors College

Academic Employment:
- Teaching Assistant, Georgia Institute of Technology — Fall 2014 to Present
- Research Assistant, Georgia Institute of Technology — Summer 2015
- Adjunct Instructor, University at Buffalo – Summer 2013 to Summer 2014
- Teaching Assistant, University at Buffalo – Fall 2012 to Spring 2013

Teaching Experience (Higher Education):
- **Instructor of Record:** LMC 2730 - Constructing the Moving Image, Georgia Institute of Technology. Spring 2015, Fall 2015, Spring 2016, Fall 2016, Spring 2017.
- **Teaching Assistant** (for Professor Brian Magerko)**:** LMC 6310 - Computer as Expressive Medium, Georgia Institute of Technology, Fall 2014.
- **Instructor of Record:** DMS 121 - Basic Digital Arts, University at Buffalo, Spring 2014.
- **Co-instructor** (with Professor Dave Pape)**:** DMS 420/533 - Advanced Digital Arts Production, University at Buffalo. Fall 2013.
- **Instructor of Record:** DMS 110 - Programming for Digital Art, University at Buffalo. Fall 2012, Spring 2013, Summer 2013 (online), Fall 2013, Spring 2014, Summer 2014 (online).
- **Guest Lecturer:** DMS 439 - Virtual Worlds 2, University at Buffalo, March 27, 2012

Teaching Experience (Workshops, etc):
- **Workshop Instructor:** "Art of Gaming", a youth game design and programming workshop using Scratch and Minecraft. Squeaky Wheel, Buffalo, NY. July 7-11, 2014.
- **Workshop Instructor:** Game design and programming workshop for teens, using Scratch. Lockport Public Library, Lockport, New York. May 10, 2014.
- **Workshop Instructor:** "How to Make Computers Do Things: An Introduction to Processing", MATA Media Arts Show, University at Buffalo, March 14, 2014.
- **Workshop Instructor:** Computing & game design for youth using Scratch, Twine, tabletop games, and Minecraft. Squeaky Wheel, Buffalo, NY. August 19-23, 2013.
- **Group Leader/Panelist:** Conference for Graduate Teaching Assistants, University at Buffalo, August 16, 2013.
- **Workshop Assistant:** Art, Robots, & Technology for Youth, University at Buffalo's Techne Institute, hosted by Canisius College, July 8-12, 2013.
- **Workshop Instructor:** "How to Make Computers Do Things: An Introduction to Processing", MATA Media Arts Show, University at Buffalo, March 8, 2013.

Other Professional and Academic Experience:
- Editorial Assistant, Journal of Visual Culture (March 2016-March 2017).
- Designed and developed a music visualization API for the NSF-funded EarSketch project, and also wrote curricular material for the introduction of these tools to EarSketch users (Fall 2014 through Summer 2015).
- Department of Media Study (University at Buffalo) Graduate Student Association Senator (2013-2014).
- Designed and programmed a new navigation interface and home page for UB's Electronic Poetry Center (2013).
- Designed and programmed an educational game prototype about invasive species in the Great Lakes region for SeaGrant (2013).
- Department of Media Study (University at Buffalo) Graduate Student Association Treasurer (2011-2012).

- Contributing Writer, SlideToPlay.com/Padvance.com (news and reviews of games/apps available on the iOS App Store). June 2011 to April 2012.

Publications:
- "The Eurogame as Heterotopia." *Analog Game Studies* 2.7 (November 2015).
- Josephine Anstey, Dave Pape, Devin Wilson. "Improvising Consciousness: The Davian Turn", 9th ACM Conference on Creativity & Cognition, Sydney, Australia, June 17-20, 2013.
- Josephine Anstey, Dave Pape, Debra Burhans, Neil Coletta, Courtney Hatten, Devin Wilson, Min Young Kim. "Improvising Consciousness", 9th ACM Conference on Creativity & Cognition, Sydney, Australia, June 17-20, 2013.

Conference Presentations:
- "Games and Rosenblatt's Efferent-Aesthetic Continuum." Ivan Allen College CRIDC Graduate Student Conference. Georgia Institute of Technology. 29 January 2016.
- "Animal Liberation Themes in 1991's *Sonic the Hedgehog*." Ivan Allen College CRIDC Graduate Student Conference. Georgia Institute of Technology, 30 January 2015.
- "Anatta in Buddhism and Games: Emptiness and the Magic Circle." Media and Religion: The Global View. University of Colorado - Boulder, January 9-12, 2014.
- "'Duchamping in Game Making': An Analysis of Pippin Barr's Parodic Computer Games." *Modern Languages and Literatures Annual Graduate Conference*. Paper 3. March 2, 2013.

Awards, Grants, & Achievements:
- School of Literature, Media and Communication's finalist for the Outstanding Graduate Student Instructor Award, Georgia Institute of Technology, nominated December 2015.
- School of Literature, Media and Communication's finalist for the Outstanding Graduate TA Award, Georgia Institute of Technology, nominated December 2014.
- University at Buffalo – UUP Professional Development Award, awarded May 2014.
- Techne Institute (University at Buffalo) – Master's Thesis Fund, awarded April 2014.
- University at Buffalo – GSEU Professional Development Award, awarded August 2013.
- University at Buffalo – Department of Media Study Starter Grant, awarded June 2013.
- Best Interactive Presentation – *WChess 2000: Online*, RIT Graduate Research & Creativity Symposium, July 17, 2012.
- Finalist, Kongregate's "Project Eden: Experience the Music" game design contest, June 2011.
- Levy King White Award, awarded by University at Buffalo's Department of Media Study, 2011.
- Multiple Dean's List honors from the University at Buffalo, 2007-2011.
- Sharif Rahman Memorial Scholarship, awarded by the Foundation for International Education for a semester abroad in Europe (DBS, Dublin, Ireland), Spring 2010.
- University at Buffalo Performing & Creative Arts Honors Scholarship – Media Study, 2007-2011.
- University at Buffalo Provost Scholarship, 2007-2011.

Exhibitions/Performances:
- *Spooky Dodgeball at a Distance* (with Albith Delgado), Foundations of Digital Games Conference 2015, Pacific Grove, CA, June 22 - June 25, 2015.
- Zen and the Art of Game Design (MFA Thesis Show). Squeaky Wheel, Buffalo, NY, April 13, 2014.
- *WChess 2000: Online*, Yoko Ono Fan Club, Visual Studies Gallery, University at Buffalo, February 27-March 29, 2014.
- Less Pequeño Glazier, "Circumorbital" (Programming Implementation), Digital Poetry and Dance, University at Buffalo, February 1, 2014.
- *Spooky Thumb Wrestling at a Distance*, Boston Festival of Indie Games, Cambridge, MA, September 14, 2013.
- Improvised Electric Guitar Performance with Live Algorithmic Accompaniment, Buffalo Infringement Festival 2013, July 27 & 28, 2013.
- *Spooky Thumb Wrestling at a Distance*, Buffalo Infringement Festival 2013, July 26, 2013.
- Loss Pequeño Glazier, *"On Guillemets"/"Castlehill Guillemets"* (Programming Implementation)*,* E-Poetry 2013 Kingston/London, Watermans Art Centre, Brentford, West London, June 20, 2013

- *Improvising Consciousness: The Davian Turn* (Wrote software & helped with concept), Intermedia Performance Studio, 9th ACM Conference on Creativity & Cognition, Sydney, Australia, June 17-20 2013
- *Spooky Thumb Wrestling at a Distance*, Tempus Fugit, Buffalo, NY, May 3, 2013.
- *Spooky Thumb Wrestling at a Distance*, 2013 Media Study Student Show, University at Buffalo.
- *CDS Mess* (with Derek Curry & Jennifer Gradecki), Different Games, Brooklyn, NY (NYU-Poly), April 26-27, 2013.
- Loss Pequeño Glazier, "Four Guillemets" (Programming Implementation), HASTAC 2013, York University, Toronto, Ontario, April 26, 2013.
- Improvised Electric Guitar Performance with Live Algorithmic Accompaniment, HOT MEDIUM MILD SUICIDE, Buffalo, NY, April 24, 2013.
- *Spooky Thumb Wrestling at a Distance*, HOT MEDIUM MILD SUICIDE, Amherst, NY, April 24, 2013.
- *Spooky Thumb Wrestling at a Distance*, Trimania V, Buffalo, NY, 2013.
- *WChess 2000: Online,* Big Draw and Open Studios, University at Buffalo, October 26, 2012.
- *Improvising Consciousness Medicine Show* (Wrote software, helped with concept, and performed), Intermedia Performance Studio, Buffalo Infringement Festival 2012.
- *WChess 2000: Online*, Buffalo Infringement Festival 2012.
- *WChess 2000: Online*, RIT Graduate Research & Creativity Symposium 2012.
- *WChess 2000: Online*, 2012 Media Study Student Show, University at Buffalo.
- *Dhp 129,* Featured Student Work, 2011 Media Study Student Show, University at Buffalo.
- *Drum Machine "Masterclass"*, Hysteria in Stereo, Sugar City, Buffalo, NY, 2009.

(Updated 14 March 2017)