

Elizabeth Keegan

Columbus, Ohio

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OBJECTIVE To extend the use of game media within an academic setting. Using games and their design as a framework for critical thinking and creative expression.

EDUCATION UC Berkeley Dept. of Art Practice 2014
Master of Fine Arts

Cleveland Institute of Art
Bachelor of Fine Arts in TIME – Digital Arts: Game Design

TECHNICAL EXPERIENCE

A/V Equipment experience: Advanced experience in A/V Equipment setup for professional events.
Adobe Design Suite : Used for constructing game media and professional documentation.
Maya 2012-18: Used for constructing game props, 3D environments, lighting and rendering.
Advanced Unity and C# Language : Used as a teaching tool for various ages and collaborative research.
Knowledge in HTML5 | CSS | Canvas | Javascript: Utilized for professional development on the web.
Art & Design Studies: Experience teaching both studio courses and digital foundations.

WORK EXPERIENCE

Columbus College of Art & Design : Assistant Professor of Game Art | August 2018 - Current

Developing game art & design curriculum for a growing major.
Research and development in emerging technology in supporting class content.
Advising students in portfolio development and graduate studies.
Spearheading community programs alongside local leadership with strong focus in game-based learning.

Notre Dame College : Assistant Professor of Game Design and Interactive Media | May 2017 - May 2018.

Constructing game design curriculum for higher education courses.
Research and development within the bounds of cutting edge technologies.
Advising students in portfolio development and graduate studies.
Spearheading community programs, with a primary focus in game-based learning.

Notre Dame College : Studio Lab Coordinator and Adjunct Faculty for Game Design | July 2015 - May 2017.

Constructing game design curriculum for higher education courses.
Working alongside marketing in the promotion and visibility of the program.

Working alongside faculty in the development of assessment and collaborative courses.
Coordinating gallery events, finances for department and developed web standards for archiving.

The Cleveland High School for Digital Arts : Video Game Design Teacher | July 2014 - June 2015.

Adapted game design curriculum according to common core and technology standards.
Worked alongside a diverse group of students on major game design projects.
Collaborated with faculty to construct school wide activities and assignments.
Utilized 21st century technology in the classroom.

UC Berkeley GSI : American Cyber Cultures / Art 8 Intro to Visual Thinking | August 2012 - December 2012.

Assisted Faculty in a campus course covering today's digital culture.
Facilitated student discussion weekly and provided additional resources to course topics.
Led an introductory art class in exploring various art practices and visual analysis an exploration.

UC Berkeley, *On the Same Page*, : Lead Game Designer | Turing Test Tournament | Summer 2013.

Managed a small team of Berkeley students in the development of a campus-wide web game.
Developed core game-flow, design pipeline, and team schedules.

More information can be accessed here: <http://onthesamepage.berkeley.edu/sites/default/files/Computer2.pdf>

Young Audiences, Arts4Learning 10 day Teaching Residency | May 2012 – June 2012.

Introduced 21st Century skills to young adults using game technology.
Utilized MIT's Scratch engine to demonstrate unique skills in interactive design and creative computing.

Cuyahoga Community College Adjunct Faculty | January 2012 – April 2012.

Instructing students in concepts of design and process for both personal and professional application.
Covered core programs within the Adobe Design Suite.

AWARDS & EXHIBITIONS

EDC @ Notre Dame College Spring Showcase host and collaborator 2018
Faculty Art Show fall 2017
Milestones Conference Exhibition 2015
Berkeley Art Museum (BAM) Annual MFA Thesis Show May 2014 - June 2014
Worth Ryder Gallery, UC Berkeley 2012
Reinberg Gallery Cleveland, Ohio T.I.M.E Student Exhibition
Guest Speaker for Time Warner Cable STEM Event

PUBLICATIONS & LICENSES

Co-host on gameEd podcast [NCGEA](#) (North Coast Game Educators Alliance)
Reviewer for Unity 5.x 2D Game Development Blueprints by **Abdelrahman Saher**
Quality Matters Online Education License
Over 80 hours of instructional videos created

PROFESSIONAL ASSOCIATIONS

HEVGA Higher Education Video Game Alliance member
IGDA Independent Game Developers Association member
Unity Connect member
Games 4 Change advocate
CHSDA Cleveland High School for Digital Arts Advisory Board member