

Devin Monnens

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PROFESSIONAL EXPERIENCE

Visiting Lecturer in Games and Interactive Media University of Central Florida, Orlando, FL	Aug. 2019-Aug. 2020
Test Rater Kelly Services, Lake Mary, FL	Apr. 2019-May 2019
Visiting Assistant Professor of Game Design Bradley University, Peoria, IL	Aug. 2016-Aug. 2018
Website Director, Metroid Database www.metroid-database.com	Jan. 2003-Dec. 2018
Translator Mindware, LLC, Tokyo, JP	Oct. 2011-Dec. 2016
Test Rater Educational Testing Services, Houston, TX	Mar. 2016-Aug. 2016
Writing Tutor, Learning Center Valencia College, Orlando, FL	Feb. 2015-Aug. 2016
Associate Course Director, Game Design Online Full Sail University, Winter Park, FL	May 2012-Oct. 2014
Translator Windward, Tokyo, JP	Jun. 2011-Jun. 201
Adjunct Professor, Visual and Performing Arts University of Colorado-Colorado Springs	Jan. 2009-May 2012
Writing Tutor, Student Success Services Community College of Denver	May 2008-Mar. 2012
Assistant Game Designer Sony Online Entertainment Denver	May 2007-Aug. 2007

EDUCATION

MFA, Electronic Media Arts Design University of Denver	2008
BA, English University of Colorado – Denver	2004

AWARDS AND FELLOWSHIPS

Research Fellow Strong Museum of Play, Rochester, NY	Jan. 2015-Feb. 2015
Research Fellow, Humanities Gaming Institute University of South Carolina, Columbia, SC	Jun. 2010

PUBLICATIONS

Peer-Reviewed

Monnens, D. and M. Goldberg. (2015). Space odyssey: The long journey of *Spacewar!* from MIT to computer labs across the world. *Kinephanos*.
<http://www.kinephanos.ca/2015/space-odyssey-the-long-journey-of-spacewar-from-mit-to-computer-labs-around-the-world/>

Monnens, D. (2014). "I commenced an examination of a game called 'Tit-Tat-To'": Charles Babbage and the 'first' computer game. *Proceedings of DiGRA 2013*.
<http://www.digra.org/digital-library/publications/i-commenced-an-examination-of-a-game-called-tit-tat-to-charles-babbage-and-the-first-computer-game/>

Monnens, D. (2010). War and play: Insensitivity and humanity in the realm of pushbutton warfare. In Schrier, K. and D. Gibson (Eds.), *Designing games for ethics: Models, techniques and frameworks* (83-97). IGI Global.

Lowood, H.; Monnens, D.; Vowell, Z., et. al. (2009, Oct. 1). Before it's too late: A digital game preservation white paper. *American journal of play*. Vol. 2: Issue 2. (139-166).

Online Publications

Hsu, D.; McLaughlin, R.; Steinberg, S.; Monnens, D. (2012, Oct. 18). "Threeview: Dishonored reviewed by a critic, an analyst, and an academic." *Venturebeat*.
<http://venturebeat.com/2012/10/18/threeview-dishonored/>

Hsu, D.; Valdes, G.; Pachter, M.; Monnens, D. (2012, Oct. 12). "Threeview: Resident Evil 6 reviewed by a critic, an analyst, and an academic." *Venturebeat*.
<http://venturebeat.com/2012/10/12/threeview-resident-evil-6/>

Hsu, D.; Pikover, J.; Divnich, J.; Monnens, D. (2012, Oct. 9). "Threeview: Bad Piggies reviewed by a critic, an analyst, and an academic." *Venturebeat*.
<http://venturebeat.com/2012/10/09/threeview-bad-piggies/>

Monnens, D. (2012, March 19). "Making of a myth: The grueling development of the original Kid Icarus." *Nintendo World Report*.
<http://www.nintendoworldreport.com/feature/29565/making-of-a-myth-the-grueling-development-of-the-original-kid-icarus>

Monnens, D. (2011, Jul. 20). "Colorado: Friendships and fun." *IGDA Perspectives Newsletter exploring game development in North America*.
<http://newsletter.igda.org/2011/07/20/colorado-friendships-and-fun/>

CONFERENCE PRESENTATIONS

"Space Odyssey: The Long Journey of *Spacewar!* from MIT to Computer Labs Across the World." International History of Games Conference, Montreal, June 2014.

"Charles Babbage and the 'First' Computer Game." DiGRA 2013 Conference, Atlanta, August 2013.

"Charles Babbage and the 'First' Computer Game." International History of Games Conference, Montreal, June 2013.

"The Sumerian Game: The Strange and Untold Story of the First Simulation Game." Southwest/Texas PCA/ACA Conference, Albuquerque, NM, February 2011.

"Johnny Got His (Light) Gun: New Explorations in Antiwar Games from Dalton Trumbo to the Aleutian Islands Campaign." Joint PCA/ACA Conference, Austin, TX, March 2011.

"War and Play: Insensitivity and Humanity in the Realm of Pushbutton Warfare." Southwest/Texas PCA/ACA Conference, Albuquerque, NM, February 2008.

"Survey of Game Preservation Institutions." Southwest/Texas PCA/ACA Conference, Albuquerque, NM, February 2010.

"Videogame Preservation." Southwest/Texas PCA/ACA Conference, Albuquerque, NM, February 2007.

“Men and Videogames.” Southwest/Texas PCA/ACA Conference, Albuquerque, NM, February 2006.

SERVICE & OUTREACH

Bradley University Practicum (Various, Aug. 2016 – Aug. 2018)

Guest Speaker Selection (Danny Ledonne, Jacki Morie, Michael Wikan)

Workshop on conference presentations for students at Bradley University for the Meaningful Play Conference, Michigan State University, Oct. 2016

Game Design Jam Judge (Winter Park, FL, Nov 9, 2014)

Full Sail University Guest Speaker Selection (Tommy Tallarico, 2014)

Digital Games Research Association (DiGRA)

Reviewer of papers and paper proposals for DiGRA 2013 conference

Southwest/Texas Popular Culture & American Culture Association

Panel chair for Game Preservation, Computer Culture Studies, 2011

Panel chair for Game Preservation, Computer Culture Studies, 2010

International Game Developers Association

Assisted with meeting development and projects for the IGDA Colorado Chapter (2008-2012)

IGDA Colorado Chapter Board Member (2011)

Created the IGDA Memorials Project (2009)

Co-authored IGDA Game Preservation SIG white paper “Before it's too Late” (2009)

GAME DEVELOPMENT

Twinetroid (Twine, 2018)

Design, Translation & Localization

Pinball Parlor (Mindware, Steam, 2018)

Translation & Localization

Space Mouse (Mindware, Steam, 2016)

Translation & Localization

Cosmic Cavern 3671 (Mindware, Steam, 2016)

Translation & Localization

Super Chain Crusher Horizon (Mindware, PC, 2013; Steam, 2014)

Translation & Localization

Elminage Original (UFO Interactive Games, PSN/PSP, 2012)
Translation & Localization

Power Rangers Card Battle (Arcade, 2012)
Translation & Localization

My Pet Puppy 3D (3DS, 2012)
Translation & Localization (Instruction Manual)

PokeLab Basketball (Android, 2012)
Translation & Localization

Chain Crusher Enhanced Edition (Mindware, Xbox Live Arcade, 2011)
Translation & Localization

Commandopede (Stagecast, 2008)
Design

Fight With Clubs (Scratch, 2008)
Design

Giant Tank (Scratch, 2008)
Design
Juror's Pick, Grow a Game Contest, 2008
Values at Play Archive, 2008

Legends of Norrath: Oathbound (Sony Online Entertainment Denver, 2007)
Design, QA, Writing

Stargate Online TCG (Sony Online Entertainment Denver, 2007)
QA

GAME & ART INSTALLATIONS

Giant Tank (Scratch, 2008)
Juror's Pick, Grow a Game Contest, 2008
Values at Play Archive, 2008
Vicki Myhren Gallery Exhibition, University of Denver, 2008

Contra vs Contra (2006) Machinima
Part of the Machinima Archive (2007)
<https://www.youtube.com/watch?v=BN1eAL6SxUw>

Counting Bees #2 (2006) Video Art
IDMAA, iDEAs 07: Beyond Boundaries, Philadelphia, PA, 2007
<https://www.youtube.com/watch?v=MPzI8Eh1cNU>

TEACHING

Introductory

Digital Imaging Fundamentals

University of Central Florida (Fall 2019)

Intro to Programming Languages

Bradley University (Spring 2018)

Intro to Interactive Media

Bradley University (Fall 2016)

Game Design

Design Tools I

Full Sail University (January 2013—April 2013)

Game Design I / Introduction to Game Design

Bradley University (Fall 2016—Spring 2018)

University of Colorado—Colorado Springs (Spring 2009, Spring 2012)

Game Design II

Bradley University (Fall 2016)

Game Design Capstone I & II

Bradley University (Fall 2016—Spring 2017)

Game Design Workshop I & II

University of Central Florida (Fall 2019—Spring 2020)

Game Production

University of Central Florida (Spring 2020)

Game Production I

Bradley University (Spring 2017)

Level Design

University of Central Florida (Spring 2020)

Game Studies

Art History of Videogames

Bradley University (Spring 2017)

University of Colorado (Fall 2010, Spring 2012)

Critical Game Studies

Bradley University (Fall 2017)

University of Colorado (Spring 2009)

Fundamentals of Videogame Art

University of Central Florida (Fall 2019)

Game History

Full Sail University (June 2012—October 2014)

History of Japanese Videogames

Bradley University (Fall 2017)

TECHNICAL SKILLS

Programming

C#, Monodevelop

Game Design Environments & Engines

Scratch, Stencyl, Twine, Unity, Unreal Engine 4

Image Editing

Photoshop CS6, Scanners

Audio Editing

Audacity, Cool Edit Pro

Video Editing

Final Cut Pro

Office & Presentation

Excel, Go To Training, Google Docs, Google Sheets, Microsoft Word, Outlook, PowerPoint, Webcourses