

Devin Monnens
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Summary

Game designer with strong writing skills and a solid background in critical game theory and Medieval studies. Created several games for an MFA thesis in Electronic Media Art Design.

Education

2005-Present University of Denver Denver, CO

MFA Electronic Media Art Design (in progress)

- Critical Game Theory and Game Design Emphasis.
- Masters Thesis on Antiwar Games; completion date estimate February, 2008.
- Assisted the teaching and design of a game development class building ten games in ten weeks.
- 3.98 GPA

2002-2004 University of Colorado in Denver Denver, CO

BA Literature

- Medieval Literature and Creative Writing Emphasis
- 3.875 GPA, Dean's List, BA English with Distinction

Work Experience

Summer 2007 Sony Online Entertainment Denver, CO

Game Design Intern

- Designed narrative and gameplay for *Legends of Norrath*, an *EverQuest* online TCG.
- Tested for bugs and gameplay balance in SOE Denver online trading card games.

2004-2006 Blindlight Media West Hollywood, CA

Script Writer

- Learned videogame script and pitch writing in the Hollywood style.
- Wrote script pitches for companies such as Sony, Midway, and Electronic Arts.

2002-Present The Metroid Database mdb.classicgaming.gamespy.com

Lead Designer and Administrator

- Directs site development, manages public relations, message board, and site content.
- The Metroid Database is the most popular *Metroid* fan site on the web and #2 on Google.

Exhibitions and Collections

The Savage Sword (2007) Machinima

Satirical machinima using recorded footage from the barbarian action arcade game, *Nastar*.
Part of the Machinima Archive, a curated permanent collection hosted by the Internet Archive.

Contra vs Contra (2006) Machinima

Satirical documentary using footage from the *Contra* games and the Iran-Contra hearings.
Part of the Machinima Archive, a curated permanent collection hosted by the Internet Archive.

Counting Bees #2 (2006) Video Art

Video art investigating time and multiplicity, utilizing hundreds of video layers.
International Digital Media Art Association, *iDEAs 07: Beyond Boundaries*, Philadelphia, 2007.

Presentations and Papers

- “Insensitivity and Humanity in the Realm of Pushbutton Warfare” (2008)
Analysis of war and antiwar games as part of my MFA thesis on antiwar games.
Southwest Texas Popular and American Culture Association Conference, Albuquerque, 2008.
- “Videogame Preservation” (2007)
In-depth investigation of the scope, problems, and techniques of preserving digital games.
Southwest Texas Popular and American Culture Conference, Albuquerque, 2007.
Part of IGDA Games Preservation SIG resource list.
- “Men and Videogames” (2006)
Gender study of masculinity and videogames.
Southwest Texas Popular and American Culture Association Conference, Albuquerque, 2006.
Presented at the Colorado Game Developers meeting on gender, Boulder, CO, June, 2006.

Designed Games

- Fight With Clubs* (2008) Digital Game built in Scratch
Unwinnable satirical antiwar fighting game using Francisco Goya's painting, *Fight With Clubs*.
- Commandopede* (2008) Digital Game built in Stagecast
Antiwar game of a lone soldier fighting an army using the Powell Doctrine of unequal force.
- Giant Tank* (2007) Digital Game built in Scratch
Unwinnable antiwar action game pitting a lone soldier with a rifle against a tank.
- War Cards* (2007) Physical Card Game
Antiwar card game with rules expressed in haiku and gameplay based on meditation.
- Nine-Square* (2007) Physical Board Game
Positional strategy board game using nine tic-tac-toe game boards.
- Poppies* (2007) Physical Board Game
Antiwar board game using meditative gameplay of peace and remembrance.

Technical Skills

Proficiencies

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|-------------------|-------------------|
| Audacity | Creative Writing |
| Critical Writing | Final Cut |
| Photoshop | Scratch |
| Stagecast Creator | Technical Writing |

Competencies

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| Flash ActionScript 2 | Flash ActionScript 3 |
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Memberships

- College Art Association (CAA)
- Digital Games Research Association (DiGRA)
- International Digital Media Art Association (iDMAa)
- International Game Developers Association (IGDA)
- International Game Developers Association Game Developer Memorials Special Interest Group
- International Game Developers Association Game Preservation Special Interest Group

References Available Upon Request