

Devin Monnens
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Summary

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

Education

2005-March 2008 University of Denver Denver, CO

MFA Electronic Media Arts Design

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

2002-2004 University of Colorado in Denver Denver, CO

BA English

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

Work Experience

Summer 2008-Present Community College of Denver Denver, CO

English Tutor

- Helped students improve their English reading, writing, and grammar skills.
- Learned valuable teaching skills for both individual and group instruction and in basic composition.

Spring 2008-Present International Game Developers Association

IGDA Game Developer Memorials Project

- Created and organized the Project and its content under the Game Preservation Special Interest Group.
- Founded the volunteer Project dedicated to remembering the lives and work of game developers.

Summer 2007 Sony Online Entertainment Denver, CO

Game Design Intern

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

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 Game Preservation Special Interest Group 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.

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.

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.
Part of the internationally recognized Values at Play game archive.

Legends of Norrath: Oathbound

Online Trading Card Game

Wrote narrative and single player campaign design for trading card game based on *EverQuest*.

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

Audacity

Creative Writing

Critical Writing

Final Cut

Photoshop

Scratch

Stagecast Creator

Technical Writing

Competencies

Flash ActionScript 2

Flash ActionScript 3

Memberships

College Art Association (CAA)

Digital Games Research Association (DiGRA)

International Digital Media Art Association (iDMAa)

International Game Developers Association (IGDA)

IGDA Game Developer Memorials Project

IGDA Game Preservation Special Interest Group

Professional References

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