

CODY MEJEUR – CURRICULUM VITAE

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Department of Media Study
University at Buffalo
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Buffalo, NY 14260-6020
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EMPLOYMENT

Visiting Assistant Professor of Game Studies – University at Buffalo, Department of Media Study, 2019-present.

*Affiliate: Digital Scholarship Studio and Network; Gender Institute

*Co-Director: Palah Light Lab, queer/feminist new media lab

Graduate Assistant & Instructor – Michigan State University, Department of English, Center for Integrative Studies in the Arts & Humanities, 2014-2019.

Adjunct Professor – Ivy Tech Community College Northwest, English and Communication Department, 2013-2017.

EDUCATION

PhD English, Michigan State University, 2019

Dissertation: “Ludonarrative: Queer Experiences, Embodied Stories, and Playful Realities in Video Games”

Committee: Kathleen Fitzpatrick, Ellen McCallum, David Bering-Porter, Scott Michaelsen, and Natalie Phillips

Graduate Certificates: College Teaching, Serious Games, and Digital Humanities

MA English, University of Chicago, 2013

English Literature, Cultural Studies, New Media

Thesis: “Interactive Stories in Virtual Worlds: Theorizing Narrative Expression in *Guild Wars 2*”

BA English and History, Western Michigan University, 2012

Honors Thesis: “Where We Shall Make Our Home: The Dutch and English Languages in West Michigan”

RESEARCH & TEACHING FIELDS

New Media; Narrative; Game Studies; Queer Studies; Feminist Studies; Cognitive Humanities; Digital Humanities; Critical Theory; Cultural Studies; American Culture; Game Design; Composition; Pedagogy; and Interdisciplinary Methodologies.

PUBLICATIONS

Journal Articles

“Playing with Playthroughs: Distance Visualization and Narrative Form in Video Games”. *Digital Humanities Quarterly*, 2020.

“Creating Spaces for Interdisciplinary Research across Literature, Neuroscience, and DH: A Case Study of The Digital Humanities and Literary Cognition (DHLC) Lab”. Co-authored with Natalie Phillips, Alexander Babbitt, Soohyun Cho, Jessica Kane, and Craig Pearson. “Lab and Slack” special issue of *Digital Humanities Quarterly*, edited by Urszula Pawlicka and Mila Oiva, 2020.

“Feminist and Furious: Affective labour and the production of diversity in Game Studies”. Co-authored with Mahli-Ann Butt and Alayna Cole. “Games of Empire 10 Years Later” special issue of *Games & Culture*, edited by Emil Hammar, Caroline Pelletier, and Souvik Mukherjee, 2020.

“Gamers, Gender, and Cruel Optimism: The Limits of Social Identity Constructs in *The Guild*”. Co-authored with Amanda Cote. *Feminist Media Studies* (Fall 2017). DOI: 10.1080/14680777.2017.1376699

“Serious Play: Critical Game Studies in an English Setting”. *The Atrium: A Journal of Academic Voices* (Spring 2015).

Book Chapters

“In Search of Queer Spaces: Indie Games, Representation, and the Politics of Inclusion”. *Indie Games in the Digital Age*, edited by Cynthia Wang and Michael J Clarke, Bloomsbury Press, 2020.

“Neuroimaged”. Co-authored with Natalie Phillips, Salvatore Antonnuci, Melissa Klamer, and Karah Smith. *Further Reading*, edited by Matthew Rubery and Leah Price, Oxford University Press, 2020.

“PokéStories: On Narrative and the Construction of Augmented Reality”. *The Pokémon Go Phenomenon: Essays on Public Play in Contested Spaces*, edited by Jamie Henthorn, Andrew Kulak, Kristopher Purzycki, and Stephanie Vie, McFarland Press, 2019.

“Look At Me, Boy!: Carnivalesque, Masks, and Queer Performativity in *BioShock*”.

Beyond the Sea: Critical Perspectives on Bioshock, edited by Felan Parker and Jessica Aldred, McGill-Queen’s University Press, 2018.

“Chasing Wild Space: Narrative Outsides and World-Building Frontiers in *Knights of the Old Republic* and *The Old Republic*”. *Star Wars and the History of Transmedia Storytelling*, edited by Dan Hassler-Forest and Sean Guynes, Amsterdam University Press, 2017. 199-212.

Other Publications

MichaelA. DeAnda & Cody Mejeur. “#DigiQueer: Social Dialogue on the Queer Potentials of Design.” *Field Guide: A Media Commons Project*, January 2019. (<http://mediacommons.org/fieldguide/content/digiqueer-social-dialogue-queer-potentials-design>)

Forthcoming

“Drawing Queer Intersections Through Video Game Archives”. Co-authored with Xavier Ho. *Handbook on Sex and Sexuality in Game Studies*, edited by Matthew Wysocki and Steffi Shook, Bloomsbury, 2021 (forthcoming).

“From Fortnite to Social Justice?: Video Game Streams and/as Literature”. *Teaching Games and Game Studies in the Literature Classroom*, edited by Lynn Ramey and Tison Pugh, Options for Teaching series, Modern Language Association, 2021 (forthcoming).

“Review of Tison Pugh, *Chaucer’s Losers, Nintento’s Children, & Other Forays in Queer Ludonarratology*”. *American Journal of Play*, Book Review (forthcoming).

“Let’s Play [Queerly]: A Review of Adrienne Shaw and Bonnie Ruberg, *Queer Game Studies*”. *Postmodern Culture*, Book Review (forthcoming).

DIGITAL GAME & NARRATIVE PROJECTS

Trans Folks Walking (digital game made with Unity about trans narratives and experiences), lead designer, project manager, programmer, and artist, 2019-2020.

-Demo exhibited at Science Gallery Detroit, September 2020

The House of Shay (digital game made with Unity about gender violence), lead designer, project manager, writer, 2016-2017.

Narrare (digital game made with Twine about narrative design in games), designer and writer, 2015.

INVITED TALKS & WORKSHOPS

Invited Talks

“Pride Panel”. Esports and Game Design Collective, Hunter College, June 22, 2020.

“Playing and Thinking Narratively: Video Games As/For Social Justice”. Public lecture, PLASMA series, Department of Media Study, February 3, 2020.

“Visualization Tools for Queer Game Studies”. Digital Humanities Research Workshop, UB Humanities Institute and the Digital Scholarship Studio & Network, September 2019.

“Gone Home: Queer Games”. Let’s Play/discussion streaming event, Game Studies Guild, Michigan State University, April 2019.

“A Critical Let’s Play Discussion Featuring Blizzard’s *Overwatch*”. Let’s Play/discussion streaming event, Game Studies Guild, Michigan State University, November 2017.

“Virtual Gender Barriers: Issues of Representation and Voice in Games”. Lawrence Technological University, March 2015.

Invited Workshops

“Accessibility & Gaming: Adaptive Gaming Controllers”. Co-led with Jonah Magar, workshop and streamed Let’s Play series on accessibility and disability in games, Accessible Learning Conference and Game Studies Guild, Michigan State University, December 2018.

“Water Stories Michigan”. Workshop series on oral history, water protection, and storytelling with Stephanie Mahnke, Indigenous Youth Empowerment Program Summer Camp, Lansing, Michigan, June 2018.

“Introduction to Game Making with Twine”. Co-led with Howard Fooksman, Digital Humanities at Michigan State University, April 2018.

“Submitting to Conferences: Writing the Conference Paper Abstract, Selecting Conferences, & Preparing the Conference Paper”. Invited Speaker (with Asif Iqbal

and Sarah Panuska), Writing Workshop Series, Department of English, Michigan State University, March 2018.

“Publication: Turning a Seminar Paper into an Academic Article”. Invited Speaker (with Asif Iqbal), Writing Workshop Series, Department of English, Michigan State University, November 2017.

“Experiment Design in the Digital Humanities”. Co-led with Laura McGrath, Digital Humanities at Michigan State University, October 2017.

“Introduction to Image Analysis”. Digital Humanities at Michigan State University, February 2017.

Scholarly Twitter Chats

“Rethinking Scholarly Communication: Open Peer Review”. Humanities Commons Twitter Chat, co-hosted with Kathleen Fitzpatrick, #OPReview, January 9, 2019.

“{Queer | Digital}Texts”. HASTAC Twitter Chat, co-hosted with Michael DeAnda, #DigiQueer, October 24, 2018.

“Bodies, Games, and Boundaries”. HASTAC Twitter Chat, #GamingBodies, March 27, 2018.

Invited Course Lectures

“Playing with Narrative Difference and Queer Realities in Video Games and Beyond”. Gaming Literature seminar, Dr. Regina Mills, Texas A&M University, September 2020.

“Queer and Feminist Game Studies”. Introductory Graduate Seminar, Dr. Cort Lippe, University at Buffalo, October 2019.

“Intro to Image Analysis: ImagePlot”. Graduate Digital Humanities Seminar, Drs. Kathleen Fitzpatrick and Dean Rehberger, Michigan State University, March 2018.

“Video Games and Digital Humanities”. Graduate Digital Humanities Seminar, Dr. Steve Rachman, Michigan State University, November 2016.

“*RealMyst, Robinson Crusoe*, and Narrative in Games and Literature”. English Literature Seminar, Dr. Natalie Phillips, Michigan State University, September 2016.

CONFERENCE PAPERS & PRESENTATIONS

“Queer Not Here: Feeling the Present Absence of Queer Spaces in Games”. Digital Games Research Association 2020, Tampere, Finland, June 2020. Cancelled due to COVID-19.

“Queer Game Studies for Whom?: Building Ethical Collaborations between Scholars, Developers, and Communities”. Roundtable. Queerness and Games Conference 2020, Montreal, May 2020. Cancelled due to COVID-19.

“Burning Closets and Nights in the Woods: Queer Freedoms and Dangers in Game Environments”. Society for Cinema and Media Studies 2020, Denver, April 2020. Cancelled due to COVID-19.

“Playing with ‘Myselves’: the Queer Potentials of Fragmented Narrative Identity in Video Games”. International Conference on Narrative 2020, New Orleans, March 2020.

“Neuroqueer: Contextualizing Narrative Through Embodied Experience”. Modern Language Association 2020, Seattle, January 2020.

“Of Strong Women and Terrible Writing in Games: Toxic Masculinity Strikes Back”. American Anthropological Association 2019, Vancouver, November 2019.

“Accounting for Player Experience and Difference”. Association for the Study of the Arts of the Present 2019, Baltimore, October 2019.

“Hardened Women, ‘Softened’ Men: Evolutions of the Gender Binary in World of Warcraft”. Digital Games Research Association 2019, Kyoto, Japan, August 2019.

“Theorizing Narrative Convergence From Music To Video Games”. International Conference on Narrative 2019, Pamplona, Spain, June 2019.

“Visualizing the Bounds of Queerness in Games: Or, What Queer Games (Can) Look Like”. International Communication Association 2019, Washington DC, May 2019.

“Failing to G-Kick Stereotypes: Race, Gender, and Identity in The Guild”. Co-presented with Amanda Cote. Popular Culture Association/American Culture Association 2019, Washington DC, April 2019.

“Embodied Cognition and Queer Minds in Video Games: Narrative Interfaces and Orientations”. Modern Language Association 2019, Chicago, IL, January 2019.

“Looking for Group: Building Interdisciplinary Game Studies Communities”. Roundtable, Meaningful Play 2018, Michigan State University, October 2018.

“Queer Intersections: Archives and Visualizations as Activism”. Network Detroit 2018, Wayne State University, September 2018.

“Playing/Queering Narrative Form”. Digital Games Research Association 2018, Turin, Italy, July 2018.

“Preserving and Visualizing Queer Representation in Video Games”. Digital Humanities 2018, Mexico City, June 2018.

“Queering Minds in Video Games: Narrative Interfaces and Representations”. International Conference on Narrative 2018, McGill University, April 2018.

“*Pokémon GO*, Narrative, and the Construction of Augmented Reality”. Popular Cultural Association/American Culture Association 2018, Indianapolis, March 2018.

“Queer Not Here: On Queer Space and Absence in Video Games”. Society For Cinema and Media Studies 2018, Toronto, March 2018.

“[[Enter Twine’d]]: Linking Teaching and Learning through Hypertext”. Roundtable, HASTAC 2017, University of Central Florida, November 2017.

“Designing a fMRI Experiment on Game Narrative and Play Experience”. Network Detroit 2017, Wayne State University, October 2017.

“Queer Narrative, Queer Play: Player Experiences and Cognitive Interfaces in Video Games”. Project Narrative Summer Institute, Ohio State University, July 2017

“Twine, Personal Narratives, and Community in the Classroom”. Meaningful Play 2016, Michigan State University, October 2016.

“A Narrative of One’s Own: Twine and Community in the Classroom”. Network Detroit 2016, Wayne State University, September 2016.

“Individual Differences in Aesthetic Pleasure during Poetry Reading”. Co-presented with N. Phillips, L. Amick, L. Grasser, J. Frazier, S. Antonucci, & J.D. McAuley. International Association for Empirical Aesthetics 2016, University of Vienna, August 2016.

“The Silent Rhythm of Poetry Reading and Aesthetic Pleasure”. Co-presented with N. Phillips, L. Amick, and J.D. McAuley. International Conference for Music Perception and Cognition 2016, San Francisco, CA, July 2016.

“Cognitive Intersections: Meeting Narrative, Semiotics, and Neuroscience in Video Game Characters”. International Conference on Narrative 2016, University of Amsterdam, June 2016.

“Getting a Grip on Neuroaesthetics: An interdisciplinary fMRI study of pleasure and affect in poetry”. Cognitive Futures in the Humanities 2016 Conference, University of Helsinki, Finland, June 2016.

“Playing with Digital Meaning: Video Games, Narrative, Cognition”. *Cognition and Digitisation: Joint Futures for the Humanities?* Workshop, Cognitive Futures in the Humanities 2016 Conference, University of Helsinki, Finland, June 2016.

“The Cruel Optimism of Gamer Identity: An Analysis of The Guild, Gender, and the Limitations of Social Identity Constructions”. Co-presented with Amanda Cote. Consoleing Passions 2016, University of Notre Dame, June 2016.

“Let’s Play: Gaming Podcasts, Videos, and Streams as Collective Narratives”. HASTAC 2016 Conference, Arizona State University, May 2016.

“*Narrare*: Gamergate, Twine, and Teaching Potentials”. Network Detroit 2015, Lawrence Technological University, September 2015.

“Distant Reading Visual Media Using Computation and Digital Image Analysis Tools”. HASTAC 2015 Conference, Michigan State University, May 2015.

“Playing the Ocarina Across Cultures: Explicating Ludo-Narrative Experience in The Legend of Zelda: Ocarina of Time”. Replaying Japan 2015, Kyoto, Japan, May 2015.

“Creation and Agency Across Media/Narrative Structures in Games”. College English Association National Conference, Indianapolis, IN, March 2015.

“Gaming ‘Myselves’: Narrative Structures, Character Creation, and Identity in Online Gaming”. International Conference on Narrative, Chicago, IL, March 2015.

“‘The Quotable Things’: Biblical Narratives and New Mythologies in Octavia Butler’s *Wild Seed*”. Sigma Tau Delta Conference, Central Michigan University, November 2014.

“Blazing a Trail: Critical Game Studies in an English Setting”. Indiana College English Association, Purdue University Calumet, October 2014.

“Following the Grey Pilgrim: Tracing Protestant Influence on Middle-Earth”. College English Association National Conference, Savannah, GA, April 2013.

“Kafkaesque and the Survival Horror Game Genre”. Cyberaesthetics and Narrative Graduate Conference, University of Miami, 2012.

“By Providence Divine’: Calvinist Doctrine in Shakespeare’s Plays”. Medieval and Renaissance Studies Consortium, Alma College, 2012.

“Following the Grey Pilgrim: Tracing Protestant Influence on Middle-Earth”. Sigma Tau Delta English Studies Conference, Western Michigan University, 2012.

GRANTS & GRANT WRITING

National & International

Andrew W. Mellon Foundation, Just Futures Initiative. N. Phillips (PI), “Creativity in the Time of COVID-19: Art as a Tool for Combating Inequity and Injustice”. **\$3,100,000**. University at Buffalo Sub-Award: C. Mejeur & M. Rhee (Co-PIs). **\$45,000**. Awarded January 2021.

National Science Foundation (NSF). J.D. McAuley, N. Phillips, & E. Margulis (Co-PIs), “The Role of Narrative in Music Perception”. **\$499,000**. Awarded July 2017.

ACLS Digital Extension Grant. N. Phillips (PI), “The Stories We Tell About Music: Interdisciplinary Research in Narrative Studies, Music Cognition, and DH”. **\$145,400**. Awarded January 2017.

Internal

Digital Scholarship Studio and Network Enabling Grant, University at Buffalo. C. Mejeur (PI), “Trans Folks Walking: Programming Support for Expanding the Anthology”. **\$1,500**. Awarded November 2020.

SUNY Prepare Innovation and Internship Seed Grant, University at Buffalo. C. Mejeur & K. Golde (Co-PIs), “Using Mask Art & History to Intervene in Pandemic Public Health Narratives”. **\$10,000**. Submitted November 2020.

Empathic Games Design Initiative Grant, College of Communication Arts and Sciences, Michigan State University. C. Mejeur (PI), “Trans Folks Walking: A 3D

Walking Simulator Game Centering Trans Experiences". **\$2,500**. Awarded January 2019.

Creating Inclusive Excellence Grant, Office for Inclusion and Intercultural Initiatives, Michigan State University. N. Phillips (PI), D. Stahl (Co-PI), "Neurodiversity: Reimagining Disability through Accessible Art". **\$29,700**. Awarded August 2018.

Center for Business and Social Analytics (CBSA) Seed Grant, Michigan State University. N. Phillips, J.D. McAuley, & S. Rachman (Co-PIs), "The Stories We Tell About Music: How Research in Music Cognition and Narrative Neuroscience Can Shape Music, Film, and Advertising". **\$24,662**. Awarded March 2017.

TEACHING EXPERIENCE

University at Buffalo

Spring 2020 – Queer/Trans Media Studies (Graduate)

Graduate seminar on historical and contemporary queer/trans media

Spring 2020 – Games, Gender, & Culture (Undergraduate)

Seminar on gender and intersectionality in gaming communities and cultures

Winter 2020 – World Cinema, two sections (Undergraduate, Online)

Fall 2020 – Making and Being Made by Media, two sections (Undergraduate)

First year introduction to media studies seminar

Fall 2020 – Game Design (Undergraduate and Graduate)

Advanced course in games and design processes

Fall 2020 – UB Capstone Course (Undergraduate, Online)

Capstone portfolio course for seniors

Summer 2020 – World Cinema (Undergraduate, Online)

Spring 2020 – Games, Gender, & Culture (Undergraduate and Graduate)

Spring 2020 – Game Design, two sections (Undergraduate and Graduate)

Spring 2020 – UB Capstone Course (Undergraduate, Online)

Winter 2020 – World Cinema (Undergraduate, Online)

Fall 2019 – Playing Self/Community Online (Undergraduate)

Special topics course on identity, community, and violence in games/online spaces

Fall 2019 – Game Design (Undergraduate and Graduate)

Michigan State University

Summer 2019 – Gaming Representation, Identity, and Community (Online)

Humanities requirement course, introduction to social justice in games and online cultures

Summer 2018 – Film and Society: Netflix and Chill (Online)

Introductory film course, film analysis, contemporary streaming cultures and their effects on film

Summer 2018 – Gaming Representation, Identity, and Community (Online)

Summer 2017 – Games as Art, Narrative, and Culture (Online)

Humanities requirement course, introduction to game studies

Fall 2016 – The History of the Novel: Explorations of a Literary Genre

English major/minor course, history of novel genre and related media forms

Summer 2016 – Games as Art, Narrative, and Culture (Online)

Spring 2016 – Introduction to Popular Literature: Crime Fictions (TA)

Humanities requirement course, lectured on detective fiction in games

Fall 2015 – Introduction to English Studies

English major/minor required course, literature survey and methodologies

Summer 2015 – Europe and the World (Online)

Humanities requirement course, European history and media

Spring 2015 – Michigan Past and Present (TA)

Humanities requirement course, Michigan literature and culture

Fall 2014 – Race in American Literature and Film (TA)

Humanities requirement course, studies in race, gender, religion, and politics in American culture

Ivy Tech Community College

Fall 2016 – Technical Writing (Online)

Business writing and technical communications, composition

Summer 2016 – Exposition and Persuasion (Online)

Required English course, argumentation, research, and form in composition.

Spring 2016 – Exposition and Persuasion, two sections (Online).

Fall 2015 – English Composition, three sections (Online)

Required English course, introductory composition

Fall 2015 – Exposition and Persuasion (Online).

Summer 2015 – Exposition and Persuasion (Online).

Summer 2015 – Technical Writing (Online).

Spring 2015 – English Composition, two sections (Online).

Spring 2015 – World Literature I (Online).

Survey of literature before the Renaissance

Fall 2014 – English Composition (Online).

Fall 2014 – Technical Writing, two sections (Online).

Summer 2014 – Exposition and Persuasion (Online).

Spring 2014 – Exposition and Persuasion (Online).

Spring 2014 – Technical Writing, two sections (Online).

Western Michigan University

Fall 2011 – Introduction to College, History focus

Fall 2010 – Teaching Writing in the Secondary School (Student)

Conducted research on including and supporting LGBT students in the classroom.

Teen HEART, Kalamazoo, MI non-profit

2006 – 2008: Instructor

Taught classes in sex and drug education for secondary education.

RESEARCH POSITIONS / EXPERIENCE

Co-Director – Palah Light Lab (Queer/Feminist New Media Lab), Department of Media Study, University at Buffalo, 2019-present.

Researcher – LGBTQ Video Game Archive, Founded by Adrienne Shaw, Temple University, <https://lgbtqgamearchive.com>, 2016-present.

Graduate Lab Lead – Digital Humanities and Literary Cognition Lab, Department of English, Michigan State University, 2014-2019.

- Coordinated literary cognition and neuroscience of reading projects
- Designed studies of neuroaesthetics and poetry, music and narrative cognition
- Wrote grants for ACLS, NSF, and NEH
- Organized lab groups and workflow
- Managed lab accounts, hires, and communications

Graduate Assistant – Humanities Commons, Community Engagement and User Experience, Directed by Dr. Kathleen Fitzpatrick, Michigan State University, 2018-2019.

Graduate Assistant – MATRIX: The Center for Digital Humanities & Social Sciences, Michigan State University, 2017-2018.

Research Assistant – Dr. Darby English, University of Chicago, 2012-2013.

EDITING EXPERIENCE

Advisory Board Member – Digital Humanities Net/Works, University at Buffalo, 2020-present.

Editor – OneShot: A Journal of Critical Games & Play, 2019-present.

Dissertation Editor – Sarah Timmer, Marquette University, 2012-2013.

HONORS / FELLOWSHIPS

Best First Dissertation Chapter Prize, Department of English, Michigan State University, 2019.

Dissertation Completion Fellowship, College of Arts and Letters, Michigan State University, 2019

Summer Support Fellowship, College of Arts and Letters, Michigan State University, 2018.

Cultural Heritage Informatics (CHI) Initiative Fellowship, Department of Anthropology and MATRIX: The Center for Digital Humanities, Michigan State University, 2017-2018.

Summer Support Fellowship, College of Arts and Letters, Michigan State University, 2017.

Summer Support Fellowship, College of Arts and Letters, Michigan State University, 2016.

Somers Award for Excellence in Teaching, Center for Integrative Studies in the Arts & Humanities, Michigan State University, 2015.

Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC) Scholar, College of Arts and Letters, Michigan State University, 2014-2015.

Edward F. Galligan Award for American Literature, Department of English, Western Michigan University, 2012.

Phi Beta Kappa, Western Michigan University, 2012-present.

PROFESSIONAL SERVICE / APPOINTMENTS

Member, Diversity and Inclusion Committee, International Society for the Study of Narrative, 2020-2022.

Diversity Officer, Digital Games Research Association, 2019-2021.

Ombuds Secretary, Digital Games Research Association, 2019-2020.

Diversity Representative, Esports Task Force, University at Buffalo, 2019-2021.

Coordinator and Founder, Game Studies Guild, Michigan State University, 2017-2019. Cross-campus game studies group with monthly reading, playing, and speaking events.

Chairperson, Graduate Employee Union Political Action Committee, Michigan State University, 2018-2019.

Graduate Representative, DH@MSU Events and Planning Committee, Michigan State University, 2018-2019.

English Department Steward, Graduate Employee Union, Michigan State University, 2014-2019.

Graduate Representative, Sigma Tau Delta English Honors Society, Michigan State University, 2014-2019.

Graduate Representative, Critical Diversity in a Digital Age Search Committee, Department of English, Michigan State University, 2017-2018.

Graduate Representative, Michigan State University Digital Humanities (MSUDH) Bylaws Committee, Michigan State University, 2017-2018.

President, Association of English Graduate Students, Michigan State University, 2016-2017.

Graduate Representative, University Committee for the Library, Michigan State University, 2015-2016.

English Department Representative, Council of Graduate Students, Michigan State University, 2015-2016.

Executive Board Member, Association of English Graduate Students, Michigan State University, 2015-2016.

Graduate Representative, University Committee on Graduate Studies, Michigan State University, 2014-2015.

English Department Alt-Representative, Council of Graduate Students, Michigan State University, 2014-2015.

MAPH Representative, Graduate Student Council, University of Chicago, 2012-2013.

Committee Member, MAPH Social Committee, University of Chicago, 2012-2013.

PUBLIC MEDIA & JOURNALISTIC COVERAGE

Hilary Vandenbark. “Creating Queer and Feminist Community in the Palah Light Lab: A Conversation with Cody Mejeur and Blair Johnson”. Gender Matters, UB Gender Institute Podcast. November 18, 2020.

Adam McCann. “2020’s Best Cities for Gamers”. WalletHub. June 10, 2020

Ben Lindbergh. “The Rise and Fall (and Rise) of the Female-Fronted First-Person Shooter”. The Ringer. May 12, 2020.

Ray Garcia. “Game Studies Guild explores social issues, representation in video games”. The State News. March 14, 2019.

Lynsey Mukomel. “MSU board votes for new fund to support Nassar survivors”. WoodTV 8 News. January 9, 2019.

Stephen Garvey. “A beginner’s guide to walking simulators”. medium.com. April 5, 2017.

Stephen Garvey. “Forget the ‘hype train’, walk instead: The story of The Stanley Parable”. medium.com, April 5, 2017.

PROFESSIONAL AFFILIATIONS

Modern Language Association

Society for Cinema & Media Studies

International Society for the Study of Narrative (ISSN)

Cognitive Futures in the Arts and Humanities

Digital Games Research Association (DiGRA)

Popular Culture Association

American Culture Association

Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC)

College English Association

Sigma Tau Delta English Honors Society

LANGUAGES / SKILLS

Spanish: Proficient, Reading and Writing

Latin: Proficient, Reading and Writing

C# Programming: Proficient

HTML & CSS: Proficient

ImageJ, ImagePlot Image Analysis Software: Advanced

Unity Game Engine: Advanced

Twine (HTML & CSS authoring software): Advanced

Learning Management Systems: Desire2Learn (Advanced), Blackboard (Advanced), Canvas (Advanced)

PROFESSIONAL REFERENCES

Thomas Feeley (thfeeley@buffalo.edu)

Professor of Communication, Chair of Media Study, University at Buffalo

Margaret Rhee (mrhee@buffalo.edu)

Assistant Professor of Media Study, Director of Palah Light Lab, University at Buffalo

Kathleen Fitzpatrick (kfitz@msu.edu)

Professor of English, Director of Digital Humanities (DH@MSU), Michigan State University

Ellen McCallum (emc@msu.edu)

Professor of English, Michigan State University

Natalie Phillips (nmp@msu.edu)

Associate Professor of English, Director of Digital Humanities and Literary Cognition Lab, Michigan State University

Adrienne Shaw (adrienne.shaw@temple.edu)

Associate Professor of Media & Communication, Founder of The LGBTQ Video Game Archive, Temple University