

Personal Information

Elizabeth Keegan
Hillerød, Denmark

E-Mail: me@ekeegan.com
Nationality: American



Professional Summary

An accomplished educator and game designer with over 10 years of experience in higher education, curriculum development, and emerging technology integration. Developed expertise in game art and design education through progressive leadership roles, advancing from adjunct faculty to department chair. Specialized in VR/AR/XR design and production, with extensive experience in Unity development and visual scripting tools. Created innovative game-based learning programs and community partnerships that significantly enhanced program visibility and student engagement. Strong background in both traditional art practices and cutting-edge digital media production. Demonstrated ability to lead academic departments, develop rigorous curriculum standards, and mentor the next generation of game creators while maintaining active involvement in professional game development communities and industry partnerships.

Work Experience

Aug 2018 – June 2025 **Columbus College of Art & Design**
Assistant Professor, Chair of Game Art & Design

- Develop and maintain rigorous standards across all curricula within a growing major
- Engage in recruitment and retention efforts for students and faculty
- Provide support for current and incoming faculty/adjunct team members
- Oversee everyday operations for the department including purchasing, classroom needs, and exhibitions
- Work closely with community partners to promote departmental projects and visibility of the program
- Coordinate the development of a new major through curriculum planning and assessment
- Lead assessment research and development for sharing across departments
- Facilitate community engagements and lectures

May 2017 – May 2018 **Notre Dame College**
Assistant Professor of Game Design and Interactive Media

- Constructed comprehensive game design curriculum for higher education courses
- Conducted research and development within cutting-edge technologies
- Advised students in portfolio development and graduate studies preparation
- Spearheaded community programs with primary focus in game-based learning
- Collaborated with faculty in the development of assessment and collaborative courses

Jul 2015 – May 2017

**Notre Dame College
Studio Lab Coordinator and Adjunct Faculty for Game Design**

- Constructed a foundational game design curriculum for higher education courses
- Worked alongside marketing in the promotion and visibility of the program
- Coordinated gallery events and managed department finances
- Developed web standards for archiving student and faculty work
- Facilitated collaborative courses and cross-departmental initiatives

Jul 2014 – Jun 2015

**The Cleveland High School for Digital Arts
Video Game Design Teacher**

- Adapted game design curriculum according to common core and technology standard
- Worked alongside diverse groups of students on major game design projects
- Collaborated with faculty to construct school-wide activities and assignments
- Utilized 21st century technology effectively in classroom instruction

Summer 2013

**UC Berkeley, On the Same Page
Lead Game Designer | Turing Test Tournament**

- Managed a small team of Berkeley students in development of campus-wide web game
- Developed core game-flow, design pipeline, and team schedules
- Successfully delivered interactive web-based gaming experience for university community

Technical Experience

- **Advanced knowledge in Unity and Visual Scripting Tools for production, prototyping and platform development**
- **Proficient knowledge in VR/AR/XR Design and Production with engagement in emerging tech in cross-disciplinary spaces**
- **Advanced knowledge in A/V Equipment setup and management for professional events**
- **Proficient knowledge in Adobe Design Suite for constructing game media and professional documentation**
- **Advanced knowledge in Maya for constructing game props, 3D environments, lighting and rendering**
- **Proficient knowledge in Art & Design Studies with experience teaching both studio courses and digital foundations**
- **Advanced knowledge in curriculum development and assessment methodologies**
- **Proficient knowledge in game-based learning pedagogical approaches**
- **Advanced knowledge in community partnership development and management**

Education

Aug 2012 - May 2014 **UC Berkeley Department of Art Practice as
Master of Fine Arts**

Aug 2007 – May 2011 **Cleveland Institute of Art as
Bachelor of Fine Arts in TIME - Digital Arts: Game Design**

Awards & Recognition

2019 - 2022 **Teacher Excellence Award**
2018 **EDC at Notre Dame College Spring Showcase host and collaborator**
Fall 2017 **Faculty Art Show participant**
2015 **Milestones Conference Exhibition**
2014 **Berkeley Art Museum (BAM) Annual MFA Thesis Show**
2012 **Worth Ryder Gallery, UC Berkeley exhibition**
May 2011 **Reinberg Gallery Cleveland, Ohio T.I.M.E Student Exhibition**
June 2011 **Guest Speaker for Time Warner Cable STEM Event**

Publications & Contributions

- **Co-authored app release of official Smokey Bear mobile game (Smokey's Scouts)**
- **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 certification**
- **Over 80 hours of instructional videos created for educational purposes**

Associations & Service

- **Council of Gaming Leaders (Columbus)**
- **INDIECADE Jury Judge Summer 2023 (IMPACT)**
- **HEVGA Higher Education Video**
- **IGDA Independent Game Developers Association**
- **Unity Connect**
- **Games 4 Change Advocate**
- **Candidate search committee**
- **Community pre - college outreach–Participant**

Language Skills

- **English** (native language)
- **Danish** (learning)

Hobbys

- **Game design and development**
- **Emerging technology research**
- **Art creation and exhibition**
- **Community engagement and education**
- **Mentoring young creators**