

Elizabeth Keegan | Columbus, Ohio | ekeegan@ccad.edu

OBJECTIVE To embolden the next generation of game creators in taking on the unconventional.
Using games and their design as a framework for critical thinking and expression.

EDUCATION **UC Berkeley Dept. of Art Practice 2014**
Master of Fine Arts
Cleveland Institute of Art
Bachelor of Fine Arts in TIME – Digital Arts: Game Design

TECHNICAL EXPERIENCE

Advanced Unity and Visual Scripting Tools: Production, prototyping and platform development.
VR/AR/XR Design and Production: Engaged in emerging tech in cross-disciplinary spaces.
A/V Equipment experience: Advanced experience in A/V Equipment setup for professional events.
Adobe Design Suite : Used for constructing game media and professional documentation.
Maya - Current: Used for constructing game props, 3D environments, lighting and rendering.
Art & Design Studies: Experience teaching both studio courses and digital foundations.

WORK EXPERIENCE

Columbus College of Art & Design : Ast. Professor, Chair of Game Art & Design | *Current*

Develop and maintain rigorous standards across all curriculum within a growing major.
Engage in recruitment and retention efforts.
Provide support for current and incoming faculty/adjunct team members.
Oversee everyday operations for the department; purchasing, classroom needs, exhibitions.
Work closely with community partners to promote departmental projects and visibility of the program.

Columbus College of Art & Design : Assistant Professor of Game Art | *August 2018 - Current*

Developing game art & design curriculum for a now official and growing major.
Research and development in emerging technology in supporting class content.
Advising students in portfolio development and graduate studies.
Spearheading community programs alongside local leadership with strong focus in game-based learning.

Notre Dame College : Assistant Professor of Game Design and Interactive Media | *May 2017 - May 2018.*

Constructing game design curriculum for higher education courses.
Research and development within the bounds of cutting edge technologies.
Advising students in portfolio development and graduate studies.
Spearheading community programs, with a primary focus in game-based learning.

Notre Dame College : Studio Lab Coordinator and Adjunct Faculty for Game Design | *July 2015 - May 2017.*

Constructing game design curriculum for higher education courses.

Working alongside marketing in the promotion and visibility of the program.
Working alongside faculty in the development of assessment and collaborative courses.
Coordinating gallery events, finances for the department and developed web standards for archiving.

The Cleveland High School for Digital Arts : Video Game Design Teacher | July 2014 - June 2015.

Adapted game design curriculum according to common core and technology standards. Worked alongside a diverse group of students on major game design projects. Collaborated with faculty to construct school wide activities and assignments. Utilized 21st century technology in the classroom.

UC Berkeley, *On the Same Page*, : Lead Game Designer | Turing Test Tournament | Summer 2013.

Managed a small team of Berkeley students in the development of a campus-wide web game. Developed core game-flow, design pipeline, and team schedules.

More information can be accessed here: <http://onthesamepage.berkeley.edu/sites/default/files/Computer2.pdf>

AWARDS & EXHIBITIONS

Teacher Excellence award 2019-2022

EDC @ Notre Dame College Spring Showcase host and collaborator 2018

Faculty Art Show fall 2017

Milestones Conference Exhibition 2015

Berkeley Art Museum (BAM) Annual MFA Thesis Show May 2014 - June 2014

Worth Ryder Gallery, UC Berkeley 2012

Reinberg Gallery Cleveland, Ohio T.I.M.E Student Exhibition

Guest Speaker for Time Warner Cable STEM Event

PUBLICATIONS & LICENSES

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

Over 80 hours of instructional videos created

PROFESSIONAL ASSOCIATIONS

INDIECADE Jury Judge Summer 2023 (IMPACT)

HEVGA Higher Education Video Game Alliance member

IGDA Independent Game Developers Association member

Unity Connect member

Games 4 Change advocate

CHSDA Cleveland High School for Digital Arts Advisory Board member

COLLEGE SERVICE

Department Chair & Faculty

Facilitating community engagements and lectures

Coordinating the development of a new major through curriculum planning and assessment
Assisting efforts in promoting the program and retention efforts
Assessment research and development for sharing across departments
Candidate search committee member
Community pre-college outreach research pod
Numerous presentations for virtual learning practice
Active participant in community partnerships for facilitating classroom collaborations