

**STANDARD FORMAT FOR RESUMES
FOR
REAPPOINTMENT, PROMOTION, AND TENURE**

Use the format shown below (I-VI). How the information is presented within each section may be standardized by College. If appropriate, candidates should consider grouping information and presenting it under subheadings for ease of reading. Also, candidates should consider presenting the information in a compact manner so as to keep the total number of vitae pages to a minimum. (No type font less than 11 points or margins less than 3/4 of an inch, please.) Include all vitae subsections to maintain the standard format, but indicate “no data” where applicable. *A Table of Contents and page numeration are required.*

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Ryan Scheiding
Assistant Professor, Digital Media (Game Design & Game Studies)
Georgia Institute of Technology

I. Earned Degrees

PhD	Concordia University, Communication Studies Committee: Mia Consalvo (supervisor), William Buxton, Fenwick McKelvey	June 2021
MA	York University & Ryerson University, Communication and Culture Advisor: Anne MacLennan	June 2015
GDAS	York Centre for Asian Research, Asian Studies	June 2015
MA	University of Waterloo, History Advisor: Kimie Hara	October 2011
BA	University of Guelph, History	June 2010

II. Employment History

Georgia Institute of Technology, Atlanta, GA Assistant Professor, Digital Media School of Literature, Media, and Communication	2023 to Present
York University, Toronto, ON Course Director Department of Cinema and Media Arts	2021 to 2022
Unity Technologies Canada & Concordia University, Montreal, QC MITACS Post-Doctoral Research Fellow Advisor: Mia Consalvo	2021 to 2022
Critical Studies in Media Communication Journal, Montreal, QC Editorial Assistant	2019 to 2020
Concordia University, Montreal, QC Research Assistant Advisors: Mia Consalvo and William Buxton	2015 to 2021

III. Honors and Awards

*Thank a Teacher Award – LMC 4710 Teaching Award from the Georgia Tech Center for Teaching and Learning	Spring 2025
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SSHRC Doctoral Fellowship COVID-19 Extension \$6,667, Extension of Fellowship awarded in response to COVID-19	September 2020 – December 2020
Hexagram Internationalization Research-Creation Grant \$1,050, Awarded to fund video game creation workshop at Ritsumeikan University (Kyoto)	February 2020 – May 2020
Concordia University Conference and Exposition Award \$1,000, Awarded to fund conference travel to Kyoto, Japan	August 2019
SSHRC Doctoral Fellowship \$40,000, Supports high-calibre students in doctoral programs	September 2018 – August 2020
Tag/ReFiG Project Award \$1,500, Awarded towards production of video game Nagasaki Kitty	September 2017 – August 2018
Concordia Graduate Scholarship \$32,400, Awarded to exceptional incoming doctoral students	September 2015 – August 2018
Canadian Media Research Consortium Travel Grant \$500, Awarded to fund research travel	August 2014
Ontario Graduate Scholarship \$15,000, Awarded towards completion of MA	May 2014 – April 2015
York University Graduate Scholarship \$12,000, Awarded to exceptional incoming graduate students	September 2013

IV. Research, Scholarship, and Creative Activities

A. Published Books, Book Chapters, and Edited Volumes

A1. Books

no data

A2. Refereed Book Chapters

*Scheiding, R., "The Destruction of Raccoon City (Again): Japanese Collective Memory Discourse, the Atomic Bombs, and Resident Evil 3," In *The Handbook of Japanese Games and Gameplay*, pp. 201-215. Edited by Rachael Hutchinson. Tokyo: Japan Documents Press and Amsterdam University Press, 2025.

*Scheiding, R., "(De)colonial Difficulties in JRPGs: Collective Memory & (Post)colonialism in Atelier Ryza," In *Asian Histories and Heritages in Video Games*, pp. 48-62. Edited by Yowei Kang,

Kenneth C. C. Yang, Michał Mochocki, Jakub Majewski, and Paweł Schreiber. London and New York: Routledge, 2024. <https://doi.org/10.4324/9781003461319>

Scheiding, R., "War Never Changes? Creating an American Victimology in Fallout 4," In *Representing Conflict in Games: Antagonism, Rivalry and Competition*, pp. 135-152. Edited by Bjorn Sjoblom, Jonas Linderoth, and Anders Frank. London and New York: Routledge, 2022. <https://doi.org/10.4324/9781003297406>

A3. Edited Volumes

*Scheiding, R., Staines, D., and Ganzon, S., eds., *Trophy Cases: The Theory, Design, & Cultural Politics of Video Game Trophies & Achievements*. Accepted and under contract: Lexington Press (expected 2025-2026).

B. Refereed Publications and Submitted Articles

B1. Published and Accepted Journal Articles

*Scheiding, R., and Staines, D., "Ruptures of Design: Trophies, Live Service Games, & Anti-Nuclear Metacommentary in Metal Gear Solid V," *Journal of Gaming & Virtual Worlds*, vol. 16, no. 1 (March 2024), pp. 33-46. https://doi.org/10.1386/jgvw_00090_1

Scheiding, R., "Designing the Future? The Metaverse, NFTs, & the Future as Defined by Unity Users," *Games and Culture*, vol. 18, no. 6 (2022), <https://doi.org/10.1177/15554120221139218>

Staines, D., Scheiding, R., and Blasonato, M., "Trophies, Typhon, and Trolley Problems: Moral Play and Playing Well in Prey," *Well Played*, vol. 11, no. 1 (2022), pp. 56-77. <https://doi.org/10.1184/R1/20384340.v2>.

Scheiding, R., "'That's Not Real Victory': Atomic Bomb Collective/Cultural Memory in Call of Duty and Valkyria Chronicles," *RePlaying Japan* vol.2 (2020), pp. 135-146. <https://doi.org/10.34382/00013370>

Scheiding, R., "'The Father of Survival Horror': Shinji Mikami, Procedural Rhetoric, and the Collective/Cultural Memory of the Atomic Bombs" *Loading: The Journal of the Canadian Game Studies Association*, vol. 12, no. 20 (2019), pp. 1-14. <https://doi.org/10.7202/1065894ar>

B2. Conference Presentation with Proceedings (Refereed)

no data

B3. Other Refereed Material

*Schartmann, A., *Influential Game Designers Keiji Inafune: Mega Man, Soul Sacrifice, Yaiba: Ninja Gaiden Z*. Blurb by Ryan Scheiding. New York: Bloomsbury Academic, 2025.

Innis, H., "H. A. Innis, Peter Pond: Fur Trader and Adventurer. Toronto: R.S. Irwin & Gordon, 1930." In *Harold Innis on Peter Pond: Biography, Cultural Memory, and the Continental Fur Trade*, pp. 47-129. Edited by William J. Buxton. Commentary by Ryan Scheiding. Montreal & Kingston: McGill-Queen's University Press, 2019.

B4. Submitted Journal Articles (with Date of Submission)

no data

C. Other Publications and Creative Products

C1. Games Created (Refereed portions indicated with asterisk)

Conclusion/Clarity

- Work in progress video game project
- Writer, Designer, Director
- Co-creators: Mimi Okabe, Marc Lajeunesse, and Robyn Hope
- *Alpha version: Expected 2026

Nagasaki Kitty (RPG Maker MV)

- Iterative project consisting of four publicly shown/released versions: Game demo, English version, Japanese version, and Enhanced Edition
- Writer, Designer, and Director of all four versions
- Enhanced Edition co-created with Mimi Okabe, Marc Lajeunesse, and Robyn Hope
- Enhanced Edition released August 9, 2023
- Japanese version co-created with Mimi Okabe
- Japanese version released December 13, 2021,
<https://ryan-scheiding.itch.io/nagasaki-kitty-japanese-edition>
- English version released April 5, 2021,
<https://ryan-scheiding.itch.io/nagasaki-kitty>
- Game demo shown October 11, 2019,
Lost in Pixelation workshop, Milieux Institute, Concordia University, Montreal, QC

Nagumo's Ruin: The Battle of Midway

- Created in Twine
- Writer, Designer, and Director
- Shown October 16, 2019,
Death, Memories and Technologies: Exploring Digital Graveyards Memorials exhibit, 4th Space, Concordia University, Montreal, QC
- Full version available,
<http://www.ryanscheiding.ca/wp-content/uploads/2019/10/Nagumos-Ruin-V2.html>

Nagasaki Kitty (Twine)

- Iterative project consisting of two publicly shown/released versions: Game demo and Full version
- Writer/Director
- Full version co-created with Marilyn Sugiarto, Samia Pedraca, Luciano Frizzera and Mimi Okabe
- Game demo co-created with Marilyn Sugiarto, Samia Pedraca and Luciano Frizzera
- Full version shown January 26, 2017 – May 13, 2018, *INTERPLAY: Thinking Through Games* exhibit, THEMUSEUM, Kitchener, ON
- Game demo shown June 1, 2017, Canadian Games Studies Association (CGSA) Annual Conference 2017, Ryerson University, Toronto, ON
- Full version available, <http://nagasaki-kitty.ca/>

C2. Workshops (unrefereed)

“Writing, Designing, & Translating in RPG Maker MV,” University of Alberta, March 10, 2021.

“Historical Narratives, Video Games, and Research Creation,” Ritsumeikan Center for Game Studies, Ritsumeikan University, Scheduled May 2020 (cancelled due to COVID-19).

“Can I make a video game? What if I don’t know how to code? Twine/RPG Maker MV Workshop,” Critical Media Lab, University of Waterloo, November 13, 2019.

D. Presentations

D1. Conferences

*Scheiding, R., “Creating Anti-Nuclear Game Spaces: Science Fiction & Fantasy Settings as Representations of Hiroshima & Nagasaki,” Society of Cinema and Media Studies Annual Conference 2025, April 3, 2025, Chicago, IL.

*Scheiding, R., “Godzilla Raids Again?!: Video Game Characterizations of Godzilla & Anti-Nuclear Representation,” RePlaying Japan Conference 2024, August 19, 2024, University at Buffalo, SUNY, Buffalo, NY.

*Scheiding, R., “A Typology of Trophies: PlayStation Trophies, Game Design, & Contemporary Video Games,” Canadian Games Studies Association (CGSA) Annual Conference 2024, June 18, 2024, Concordia University, Montreal, QC.

*Scheiding, R., **Tate, G., Kim, S., Patil, A., and Parkin, M.** “What Makes a Game Postcolonial? Designing Postcolonial Games in Graduate Level Coursework,” Postcolonialism and Media: An Interdisciplinary Symposium, March 8, 2024, Georgia Institute of Technology, Atlanta, GA.

*Scheiding, R., “Dinosaurs, Mecha, & Time Travel: Sci-fi Representations of the Atomic Bombings in Japanese Video Games Before & After Fukushima,” Southwest Popular/American

Culture Association Annual Conference 2024, February 23, 2024, Albuquerque Marriott, Albuquerque, NM.

DeJong, S., and Scheiding, R., "Improving Educational Game Design: Agency and Possibility Through Serious Game Design Retrospectives," Canadian Games Studies Association (CGSA) Annual Conference 2023, June 9, 2023, hosted online (no centralized location).

Ganzon, S. C., and Scheiding, R., "Romancing Orientalism: How Dating Mechanics Create Asian 'Others'," International Communications Association (ICA) Annual Conference 2023, May 27, 2023, Sheraton Centre Toronto Hotel, Toronto, ON.

Scheiding, R., "'This Extremely Japanese-Styled Title': Fatal Frame, Folklore, & the Narrative Construction of Japanese-ness," International Conference on Games and Narrative (ICGaN) 2023, May 16, 2023, hybrid event hosted by the Games Institute at the University of Waterloo, Waterloo, ON.

Scheiding, R., "Learning About Yōkai with Video Games: Nioh 2 as a Cross-Cultural Learning Tool for Japanese Folklore," RePlaying Japan Conference 2022, August 25, 2022, hosted online by the University of Alberta, Edmonton, AB.

Scheiding, R., and Okabe, M., "Educational Game Creation & Critical Translation in RPG Maker MV," RePlaying Japan Conference 2021, August 11, 2021, hosted online by the University of Alberta, Edmonton, AB.

Scheiding, R., "Navigating Nonsensical Narrative: A Case Study of *Far Cry 5*," International Conference on Games and Narrative (ICGaN) 2021, June 13, 2021, hosted online by the Games Institute at the University of Waterloo, Waterloo, ON.

Scheiding, R., "Who Am I Anyway? - Considering Positionality within Video Game Research as a Bi-Racial/Indigenous Scholar," Canadian Games Studies Association (CGSA) Annual Conference 2021, May 31, 2021, hosted online by the University of Alberta, Edmonton, AB.

Scheiding, R., "'That's Not Real Victory': Atomic Bomb Collective/Cultural Memory in *Call of Duty* and *Valkyria Chronicles*," RePlaying Japan Conference 2019, August 10, 2019, Ritsumeikan University, Kyoto, Japan.

Scheiding, R., Harrison, A., and Consalvo, M., "'Japan(ese)' Gaming Capital: How Western Fans Define & Interact with Japanese Games," International Communication Association (ICA) Annual Conference 2019, May 25, 2019, Washington Hilton Hotel, Washington, DC.

Scheiding, R., "Alternative Facts & Atomic Bomb Collective Memory: The Case of John Hersey's *Hiroshima*," Media in Transition 10, May 17, 2019, Massachusetts Institute of Technology, Boston, MA.

Scheiding, R., “‘The Father of Survival Horror’: Shinji Mikami, Procedural Rhetoric & the Collective/ Cultural Memory of the Atomic Bombs,” Canadian Games Studies Association (CGSA) Annual Conference 2018, May 31, 2018, University of Regina, Regina, SK.

Buxton, W., and Scheiding, R., “Commemorating Peter Pond and the Methye/ La Loche Portage: A Tale of Two Cairns,” Canadian Historical Association (CHA) Annual Conference 2018, May 29, 2018, University of Regina, Regina, SK.

Scheiding, R., LaJeunesse, M., and Consalvo, M., “Superstar Indies: Understanding a Japanese Videogame Phenomenon,” Replaying Japan Conference 2017, August 22, 2017, Strong Museum of Play, Rochester, NY.

Scheiding, R., and Sugiarto, M., “More Than Just a Ninja: Hanzo Hattori & the Collective/Cultural Memory of Videogames,” Canadian Games Studies Association (CGSA) Annual Conference 2017, June 2, 2017, Ryerson University, Toronto, ON.

Scheiding, R., “Nagasaki Kitty: A War Story (Paper),” Canadian Games Studies Association (CGSA) Annual Conference 2017, June 1, 2017, Ryerson University, Toronto, ON.

Scheiding, R., “‘I’m a weapon... No! A shield!’: The *Valkyria Chronicles III* Translation Project & the Informal Grey Economy of Video Games,” Canadian Games Studies Association (CGSA) Annual Conference 2016, May 14, 2016, University of Calgary, Calgary, AB.

Scheiding, R., “Killing the Past, Teaching the Past: Video Games and Historical Understanding,” Popular Culture Association of Canada (PCAC) 6th Annual Conference, May 14, 2016, McGill University, Montreal, QC.

Scheiding, R., “Video Game Audiences as Non-Political Publics in the Post-Modern World,” Canadian Communication Association (CCA) Annual Conference 2015, June 3, 2015, University of Ottawa, Ottawa, ON.

Scheiding, R., “The Destruction of Raccoon City: Memory of the Atomic Bombs as Allegory in *Resident Evil*,” Popular Culture Association of Canada (PCAC) 5th Annual Conference, May 9, 2015, Sheraton on the Falls Hotel, Niagara Falls, ON.

Scheiding, R., “When Virtual Worlds Invade Reality: Theory and Lived Experience in Game Studies,” Intersections/ Cross-sections 2015, March 13, 2015, Ryerson University, Toronto, ON.

Scheiding, R., “Echoes of History’s Horrors: Allegorical References to the Atomic Bombs in Japanese Video Games,” Future Communications 2014, November 14, 2014, York University, Toronto, ON.

Scheiding, R., “The Legacy of a Stereotype: Historical Wartime Hatreds Reflected in Video Games,” RePlaying Japan Conference 2014, August 23, 2014, University of Alberta, Edmonton, AB.

D2. Invited and Guest Lectures

*Invited Lecture **(with Audrey Chung and Xinmeng (Melody) Ren)**, “AI and Game Design Education,” Transformer 2025: AI and the Future of Games, Kennesaw State University, April 26, 2025.

*Invited Lecture, “Game Studies & Game Design for HCI,” HCI 5-Minute Madness event, Georgia Institute of Technology, October 3, 2024.

*Guest Lecture, “Game Studies & Game Design in LMC,” Georgia Institute of Technology, October 2, 2024.

*Invited Lecture, “Monsters, Time-Travel, & Fantasy Worlds: Collective Memory & Allegorical Representations of Hiroshima & Nagasaki in Japanese Video Games,” Cultural Productions and Practices in Contemporary Japan Series, Institut national des langues et civilisations orientales (on-line event), January 19, 2024.

Invited Lecture, “Situating Japanese Video Games: Industry & Outputs,” YCAPS Getting to Know Japan Series, Yokosuka Council on Asia-Pacific Studies, November 8, 2022.

Guest Lecture, “The Atomic Bombings of Hiroshima & Nagasaki: History, Memory, Media,” University of King’s College (delivered asynchronously via video), March 22, 2022.

Guest Lecture, “The Legacy of a Stereotype: Reflections of the 1940s Anti-Japanese Stereotype in Modern Media Sources,” Renison University College, October 12, 2011.

Guest Lecture, “The Spanish Civil War 1936-1939,” University of Waterloo, March 9, 2011.

D3. Research Talks

*Research Talk, “Some Preliminary Thoughts on Korean Games,” DM Talk Series, Georgia Institute of Technology, March 31, 2025.

*Research Talk, “Japanese Ghosts (Yūrei 幽霊), Monsters (Yōkai 妖怪), & Historical Game World Building,” DM Talk Series, Georgia Institute of Technology, September 9, 2024.

*Research Talk, “Godzilla, Video Games, & Nuclear Representation,” DM Talk Series, Georgia Institute of Technology, March 25, 2024.

*Research Talk, “(De)colonial Difficulties in JRPGs: Collective Memory & (Post)colonialism in Atelier Ryza,” DM Talk Series, Georgia Institute of Technology, September 11, 2023.

Research Talk, “Who Wants to Travel Anyway? A Review of my Hexagram Internationalization Grant,” Hexagram 20th Anniversary Gala (delivered asynchronously via video), December 2, 2021.

Research Talk, “Transforming Historiography into Ludic Experience,” Milieux Institute, Concordia University, October 11, 2019.

Research Talk, "A Fractured Discourse – An Examination of Japanese War Memory & Historiography," Technoculture, Arts and Games (TAG) Research Centre, Concordia University, May 9, 2019.

Research Talk, "Zombies, Vaults, & Violence: Collective Memory and the Representation of Atomic Fears in Resident Evil & Fallout," Technoculture, Arts and Games (TAG) Research Centre, Concordia University, April 18, 2017.

E. Grants and Contracts

E1. As Principal Investigator

no data

E2. As Co-Principal Investigator

no data

E3. As Senior Personnel or Contributor

no data

E4. Pending Proposals

no data

E5. Proposals Submitted but Not Funded (Last Two Years)

Arts at Tech 2024, GamePaD Project

F. Other Scholarly and Creative Accomplishments

no data

G. Societal and Policy Impacts

*Media Interview, "Understanding the World Through Video Games," Ivan Allen College of Liberal Arts, April 17, 2024. <https://iac.gatech.edu/featured-news/2024/03/video-game-design-nagasaki-kitty>

Media Interview, "Interview with Nagasaki Kitty Creator, Dr. Ryan Scheiding," Epoch Xperience, July 15, 2021. <https://www.youtube.com/watch?v=U-Q6II47JeQ>

H. Other Professional Activities

*Ivan Allen College (IAC) Early Career Grant Academy
Georgia Institute of Technology, Atlanta, GA, Ongoing
Description: Grant writing academy for early career scholars, designed to identify appropriate funding opportunities, expected deliverable is a major grant application

Graduate Seminar in University Teaching
Centre for Teaching and Learning, Concordia University, Montreal, QC, November 2016

April 24, 2025

Description: 32-hour teaching certification course, received training in lecturing, lesson planning, and pedagogy

Teaching English as a Second Language

Oxford Seminars, Guelph, ON, March 2012

Description: 100-hour teaching certification course, received training in teaching English as a second language

V. Education

A. Courses Taught

Spring, 2025

LMC 6325

Game Design and Analysis

Number of Students: 12

Spring, 2025

LMC 4710

Game Studio

Number of Students: 15

Fall, 2024

LMC 6650

Project Studio – Game Design

Number of Students: 6

Fall, 2024

LMC 4725

Games Design as Cultural Practice

Number of Students: 18

Spring, 2024

LMC 6650

Project Studio – Game Design

Number of Students: 20

Spring, 2024

LMC 6316

Historical Approaches to Digital Media

Number of Students: 6

Spring, 2024

LMC 8910

Special Problems in Information and Design Technology

Number of Students: 1

Fall, 2023
LMC 4725
Games Design as Cultural Practice
Number of Students 25

B. Individual Student Guidance

B1. Ph.D. Students

Sargylana Cherepanova (*co-advisee with Anne Sullivan in F24, solo advisee starting S25)

Start Date: Fall 2024

Progression: Preparing for Qualification Exam, Completing Coursework

Title of project/dissertation: Pending

B2. M.S. Students (Indicate Thesis Option for Each Student)

Audrey Chung

Start Date: Spring 2025

Progression: Proposal Submitted, Completing Coursework

Title of project/dissertation: Negotiating Diasporic Identities Through Queering Gameplay Mechanics

Christian Gutierrez and Luyao Ma (joint project)

Start Date: Spring 2025

Progression: Proposal Submitted, Completing Coursework

Title of project/dissertation: Outdoor Recreation through Video Games

Savannah Mosley

Start Date: Spring 2025

Progression: Proposal Submitted, Completing Coursework

Title of project/dissertation: Streaming Worlds: Storytelling Through Live-Played Games

Kimberly Velez

Start Date: Spring 2025

Progression: Drafting Proposal, Completing Coursework

Title of project/dissertation: Pending

Chunqin Cao

Start Date: Spring 2024

Progression: Program Extended, Completing Coursework

Title of project/dissertation: Dream(E)scape

Xinmeng Ren

Start Date: Spring 2024

Progression: Graduation Expected Spring 2025

Title of project/dissertation: Protocol Zero: An AR Card Game of Overcoming AI Algorithm Bias

Allen Zhang and Michael Parkin (joint project)

Start Date: Spring 2024

Progression: Graduation Expected Spring 2025

Title of project/dissertation: Play. Pause. Return: Making it easier for players to jump back into their favorite games — no matter how long it's been

Fenghao Zuo

Start Date: Spring 2024

Progression: Graduation Expected Spring 2025

Title of project/dissertation: Integrating Combat Mechanics into Narrative: Toward Expanding the Audience of Souls-like Games

B3. Undergraduate Students

no data

B4. Service on Thesis or Dissertation Committees

Xuanyu Hao

Role: MS Committee Member

Date of Graduation: 2025

Title of project/thesis: Embody Kin with Games

Shamim Shoomali

Role: Qualification Exam Committee Member

Date of Exam: Spring 2025

Gemma Tate

Role: MS Committee Member

Date of Graduation: 2025

Title of project/thesis: Integration of Narrative in Game Mechanic Design

Cecile Yangminming Zhang

Role: Qualification Exam Committee Member

Date of Exam: Spring 2025

Grayson Mullins

Role: MS Committee Member

Date of Graduation: 2024

Title of Thesis: Invisible Loss

B5. Mentorship of Postdoctoral Fellows or Visiting Scholars

no data

C. Educational Innovations and Other Contributions

YouTube Channel, Ryan Scheiding, @ryanscheiding, <https://www.youtube.com/channel/UCRenFnTS5egqnOp-AAzZoA>

Itch.io Page, TUBBA Games Manufacturing Concern, <https://tubba-games.itch.io/>

VI. Service

A. Professional Contributions

*Conference reviewer, DiGRA, 2025

*Journal reviewer, RePlaying Japan, 2021-2024.

*Journal reviewer, Games & Culture, 2022-2024.

*Journal reviewer, Science Fiction Film and Television, 2024.

*Conference reviewer, RePlaying Japan, 2024.

*Conference reviewer, Canadian Game Studies Association, 2024.

*Conference reviewer, Nordic DiGRA, 2023.

Journal reviewer, Critical Studies in Media Communication, 2021.

B. Public and Community Service

*Research Lab Director, *Game Philosophy and Design Lab (Game PaD Lab)*, Georgia Institute of Technology, Atlanta, GA (January 2025 - present).

Working Group Member, *Technoculture, Art and Games Lab Territorial Acknowledgement Working Group*, Concordia University, Montreal, QC (2020).

Academic/Faculty Representative, *Concordia Communications Doctoral Student Association*, Concordia University, Montreal, QC (2016-2018).

President, *York University and Ryerson University Communication and Culture Graduate Students Association*, York University and Ryerson University, Toronto, ON (2014-2015).

Master's Student Representative, *York University and Ryerson University Communication and Culture Graduate Students Association*, York University and Ryerson University, Toronto, ON (2013-2014).

C. Institute Contributions

*Literature, Media, & Communication Executive Committee, (Elected, Upcoming term: 2025-2026), Assistant Professor Committee Member

*Digital Media Masters Program Committee, 2024-2025, Faculty Committee Member

*Digital Media Community Committee, 2023-2024, Faculty Committee Member