

CURRICULUM VITAE: MARK L. SIVAK, PHD

EDUCATION/EMPLOYMENT HISTORY

POSITIONS AND EMPLOYMENT

- 07/2016 – Present **Associate Teaching Professor**, Joint appointment in Art + Design in the College of Art, Media and Design and the College of Engineering, Northeastern University
- 05/2015 – Present **CTO**, Building Conversation Inc., Augmented Reality App for Architecture Design Start-up, Mass Challenge 2015
- 09/2012 – 06/2016 **Assistant Teaching Professor**, Joint appointment in Art + Design in the College of Art, Media and Design and the College of Engineering, Northeastern University
- 05/2013 – 09/2014 **Co-Founder and CTO**, clá, Additive Manufacturing Custom Consumer Product Design Start-up
- 09/2012 – 09/2014 **Co-Founder and Lead Design Advisor**, 3-Spark, Rapid Prototyping and Additive Manufacturing Start-up, Mass Challenge 2013
- 09/2011 – 05/2012 **Visiting Assistant Academic Specialist**, Creative Industries, Northeastern University
- 05/2009 – 05/2011 **Adjunct Instructor**, Creative Industries, Northeastern University
- 05/2008 – 08/2013 **Adjunct Instructor**, College of Professional Studies, Northeastern University

EDUCATION

- 09/2009 – 08/2012 **Doctor of Philosophy in Interdisciplinary Engineering**, Northeastern University
Dissertation: Design and Implementation of Patient Specific Virtual Reality Systems for Motor Rehabilitation
Recipient of a *National Science Foundation Supplement Fellowship*
NSF Award CBET-0828772
- 09/2007 – 08/2009 **Master of Science in Mechanical Engineering**, Northeastern University
Thesis: Design of Virtual Environments for Rehabilitation Devices
- 09/2002 – 05/2007 **Bachelor of Science in Mechanical Engineering**, Northeastern University

SCHOLARSHIP/PROFESSIONAL/CREATIVE ACTIVITY

PUBLICATIONS

REFEREED PUBLICATIONS

1. Freeman S., Pfluger C., Whalen R., Schulte Grahame K., Hertz J., Variawa C., Love J., **Sivak M.**, Maheswaran B., "Cranking Up Cornerstone: Lessons Learned from Implementing a Pilot with First-Year Engineering Students", *ASEE's 123rd Annual Conference & Exposition*, New Orleans, LA, June 26-29, 2016
2. Ranky R., **Sivak M.**, Gade V., Deutsch J., Mavroidis C., "Modular Mechatronic System for Stationary Bicycles Interfaced with Virtual Environment for Rehabilitation of Patients Post Stroke", *Journal of NeuroEngineering and Rehabilitation (JNR)*, June 5, 2014
3. Deutsch J., Myslinski M., Ranky R., **Sivak M.**, Mavroidis C., Lewis J., "Feasibility of Virtual Reality Augmented Cycling for Health Promotion of People Post-Stroke", *Journal of Neurologic Physical Therapy (JNPT)*, Vol. 3 No. 37, 2013
4. Farjadian A., **Sivak M.**, Mavroidis C. "SQUID: Smartphone-Based Sensorized Shirt for Home Rehabilitation and Monitoring", *Proceedings of the IEEE International Conference on Rehabilitation Robotics (ICORR)*, Seattle, Washington, June 24-26, 2013
5. **Sivak M.**, Murray D., Dick L., Mavroidis C., Holden M., "Development of a Low-Cost Virtual Reality-based Smart Glove for Rehabilitation", *Proceedings of the International Conference on Disability, Virtual Reality & Associated Technologies*, Laval, France, September 10-12, 2012.
6. Deutsch J., Myslinski M., Ranky R., **Sivak M.**, Mavroidis C., Lewis J., "Fitness improved for individuals post-stroke after virtual reality augmented cycling training", *Proceedings of the International Conference on Disability, Virtual Reality & Associated Technologies*, Laval, France, September 10-12, 2012.
7. Mavroidis C., Ranky R., **Sivak M.**, Patritti B., Dipisa J., Caddle A., Gilhooly K., Govoni L., Sivak S., Lancia M., Drillio R. and Bonato P., "Patient Specific Ankle-Foot Orthosis Using Layered Manufacturing", *Journal of NeuroEngineering and Rehabilitation (JNR)*, Vol. 8, No. 1, 2011.
8. **Sivak M.**, Unluhisarcikli O., Weinberg B., Bonato P. and Mavroidis C., "Design of a Haptic System for Hand Rehabilitation Integrating an Interactive Game with an Advanced Robotic Device", *Proceedings of the 2010 IEEE Haptics Symposium*, Waltham, MA, March 25-26, 2010. **Winner of best poster and Nominated for best demonstration.**

9. Ding Y., **Sivak M.**, Weinberg B., Mavroidis C. and Holden M., "NUVABAT: Northeastern University Virtual Ankle and Balance Trainer", *Proceedings of the 2010 IEEE Haptics Conference*, Waltham, MA, March 25-26, 2010.
10. Ranky R., **Sivak M.**, Lewis J., Deutsch J., Mavroidis C., "Modular Stationary Bicycle Mechatronic Kit Interfaced with a Virtual Environment for Rehabilitation of Individuals with Movement Asymmetry", *Proceedings of IEEE Virtual Reality 2010*, Waltham, USA, March 25-26 2010.
11. Weinberg B., Unluhisarcikli O., **Sivak M.**, Bonato P. and Mavroidis C., "A Robotic Hand Rehabilitation System With Interactive Gaming Using Novel Electro-Rheological Fluid Based Actuators" *Proceedings of the 2010 IEEE International Conference on Robotics and Automation (ICRA)*, Anchorage, Alaska, May 3-8, 2010.
12. Ozsecen, M., **Sivak M.**, Mavroidis C., "Dielectric Electroactive Polymer Actuator as a Haptic Interface", *Sensors and Smart Structures technologies for Civil, Mechanical and Aerospace Systems, Proceedings of SPIE Vol. 7647, 764737*, April 2010
13. **Sivak M.**, Mavroidis C. and Holden M., "Design of a Low Cost Multiple User Virtual Environment for Rehabilitation (MUVÉR) of Patients with Stroke," *Proceedings of the 2009 MMVR: Medicine Meets Virtual Reality Conference (MMVR)*, January 19-22, 2009, Long Beach, CA.
14. Weinberg B., Khanicheh A., **Sivak M.**, Unluhisarcikli O., Morel G., Shannon J., Kelliher J., Sabadosa M., Bonmassar G., Patrìtti B., Bonato P. and Mavroidis C., "Variable Resistance Hand Rehabilitation Device Using an Electro-Rheological Fluid Damper", *Proceedings of the 2009 World Haptics Conference*, Salt Lake City, UT, March 18-20, 2009.
15. Isaacs J. A., Laird J., Sivak S., and **Sivak M.**, "Greening the Supply Chain: Development of a ComputerGame to Teach Environmentally Benign Manufacturing", *Proceedings of ASEE 2008 Annual Conference and Exposition, American Society for Engineering Education*, Pittsburgh, PA, CD-ROM, June 22-25, 2008.
16. Sivak S., **Sivak M.**, Isaacs J. A., Laird J., and McDonald A., "Managing the Tradeoffs in the Digital Transformation of an Educational Board Game to a Computer Based Simulation", *Proceedings of the 2007 ACM SIGGRAPH Symposium on Video Games, The 34th International Conference and Exhibition on Computer Graphics and Interactive Technologies*, pp. 97-102, San Diego, CA, August 5-9, 2007.

17. Sivak S., **Sivak M.**, Isaacs J. A., Laird J., and McDonald A., "Iterative Digital Transformation of an Educational Board Game to Address Environmental Issues in the Engineering Classroom", *Proceedings of Games, Learning, and Society Conference 3.0*, Madison, WI, July 12-13, 2007.

BOOK CHAPTERS

1. Blocks, Planes, Drain, and Kain: Well Played for Legacy of Kain: Soul Reaver by **Mark Sivak**, Well Played 3.0: Video Games, Value and Meaning, Drew Davidson et al, 2011
2. Half Life 2: Being Gordon Freeman by **Mark Sivak**, Well Played 1.0: Video Games, Value and Meaning, Drew Davidson et al, 2009

PATENTS

1. Ranky, R., Carver A., Mavroidis C., Landers, D., **Sivak M.**, "Device and Method to Additively Fabricate Structures Containing Embedded Electronics or Sensors", WO2013163585 A1, Priority Date April, 26, 2012, Publication Date March, 4, 2015.
2. Murphy P., Adler R., Bausemer K., Gonsalves J., Thompson K., QingChao K., **Sivak M.**, Mavroidis C., "Multiple Degree of Freedom Portable Rehabilitation System having DC Motor-Based, Multi-Mode Actuator" WO2014085810 A1, Priority Date November 30, 2012, Publication Date June 5, 2014
3. **Sivak M.**, Holden M., Mavroidis C., Bajpai A., Bintz K., Chrisos J., Clark A., Lentz D., "Multiple User Smart Glove for Virtual Environment based Rehabilitation", WO2014085810 A1, Priority Date January 20, 2009, Publication Date June 21, 2012.
4. Ranky R., **Sivak M.**, Lewis J., Deutsch J., Weinberg B., Mavroidis C., "Instrumented Handle and Pedal Systems for Use in Rehabilitation, Exercise, and Training Equipment", US8025607 B2, Priority Date September 16, 2009, Publication Date Sept. 27, 2011.
5. Weinberg B., Bonato P., Unluhisarcikli O., **Sivak M.**, Mavroidis C., Mirelman A., Johnson L., Pappas N., Hackmeister K., Lau D., "A Multiple Degree of Freedom Rehabilitation System Having a Smart Fluid Based Multi-Mode Actuator" WO2010108170 A1, Priority Date March 20, 2009, Publication Date August 2, 2016
6. **Sivak M.**, Ranky R., DiPisa J., Caddle A., Gilhooly K., Govoni L., Sivak S., Lancia M., Bonato P., Mavroidis C., "Patient Specific Ankle Foot Orthotic Device," WO2008066856 A3, Priority Date November 27, 2006, Publication Date July 10, 2008.

PRESENTATIONS

INTERNATIONAL

09/2012 **Conference Speaker**, "Development of a Low-Cost Virtual Reality-based Smart Glove for Rehabilitation", *International Conference on Disability, Virtual Reality & Associated Technologies*, Laval, France

NATIONAL

01/2009 **Conference Speaker**, "Design of a Low Cost Multiple User Virtual Environment for Rehabilitation (MUVER) of Patients with Stroke," *MMVR: Medicine Meets Virtual Reality Conference*, Long Beach, CA

REGIONAL/LOCAL

05/2015 **Invited Speaker**, "Additive Manufacturing Capabilities: Costs and Benefits of Internal vs. Outsourcing", *BIOMEDevice Conference*, Boston, MA

10/2014 **Panel Moderator**, "Is Design Lost in the Process?", *IP/Innovation Connection. Design: Impact and Challenge*, Northeastern University, Boston, MA

04/2014 **Panelist**, "What to do with your game design degree at social mobile indie studios", *PAX East*, Boston, MA

06/2012 **Webshow Guest**, "Squid and ATLAS Projects", *Engadget Show 34*

04/2012 **Panelist**, "If I hear 'Gameification' one more time I'm going to scream", *PAX East*, Boston, MA

HONORS AND AWARDS

04/2016 **Best Undergraduate Interdisciplinary Project**, *Triton*, RISE 2016, Northeastern University, Boston, MA

03/2014 **Best Undergraduate Interdisciplinary Project**, *WeTeam*, RISE 2014, Northeastern University, Boston, MA

03/2014 **Finalist for Best Undergraduate Project in CCIS**, *Eternal Conflict*, RISE 2014, Northeastern University, Boston, MA

03/2013 **Finalist for Best Undergraduate Interdisciplinary Project**, *Teleforce*, RISE 2013, Northeastern University, Boston, MA

03/2012 **Best Undergraduate Interdisciplinary Project**, *Squid*, RISE 2012, Northeastern University, Boston, MA

03/2012 **Entrepreneurship Award**, *Squid*, RISE 2012, Northeastern University, Boston, MA

04/2010 **Best Undergraduate Interdisciplinary Project** *ATLAS-BR*, Northeastern Research Expo, Northeastern University, Boston, MA

PROJECTS

- 06/2015 – 12/2016 **Improvised Action in Responsive Environments**
Co-PI, FRCAIG Grant
Developing models and artifacts to make manmade environments more reactive and responsive to their inhabitants
- 03/2014 – 12/2015 **Live Performance Drones for Research, Education, and New Theatrical Form Development**
Co-PI, FRCAIG Grant
Designing novel unmanned aerial vehicles for use in experimental theater
- 03/2011 – 12/2015 **Shortfall**
Co-PI/Lead Designer and Developer, Digital Game
Created and tested a game for undergraduates to learn about environmentally benign manufacturing
- 09/2010 – 05/2015 **Using Computer-based Games to Diffuse Sustainable Innovations**
Co-PI, Digital Games and Experiences
Lead teams of students to create tools and experiences to help the public understand their personal environmental impact
- 09/2011 – 05/2013 **Squid: Exercise Effectiveness and Muscle Activation Tracking**
Co-PI/Advisor, Interdisciplinary Capstone Project & Graduate Project
Collaborated and advised a team of interdisciplinary students from computer science, creative industries, and mechanical engineering in creation of a fitness device and mobile software suite.

GRANTS

EXTERNAL

- 01/2014 **Not Funded, Co-PI**, "*NRI-Small: Robotic Systems for Gait Rehabilitation*", Constantinos Mavroidis Co-PI, National Science Foundation, Grant Number 14072959, 50% of \$1,322,057.08, \$661,028.54
- 05/2013 **Ranked Competitive, Not Funded, Co-PI**, "*NRI-Small: Robotic Systems For Gait Rehabilitation*", Constantinos Mavroidis Co-PI, Paolo Bonato Co-PI, National Institutes of Health, Grant Number 13111893, 15% of \$1,968,933.00, \$295,339.96
- 05/2013 **Not Funded, Co-PI**, "*Wearable Intelligent Trainer (WIT): A Smart-Phone Linked Sensing Technology for Exercise Effectiveness and Fall Prevention in the Home Setting*", Constantinos Mavroidis Co-PI, Carmen Sceppa Co-PI, National Institute of Health, 13% of \$2,000,000, \$260,000
- 03/2013 **Not Funded, Consultant**, "*EXP: Check Out My Sound! Cyberlearning Physics Fundamentals through Music & Sound*", Anthony Di-Ritis Co-PI, Timothy Lyons Co-PI, National Science Foundation, Grant Number 14093217, \$548,412.43
- 11/2011 **Not Funded, Co-PI**, "*NRI-Small: Modular Robotic Systems for Hybrid Home and Clinic Based Lower Limb Rehabilitation*", Constantinos Mavroidis Co-PI, Paolo Bonato Co-PI, Grant Number 12050616, 14% of \$1,968,935.00, \$275,650.90

INTERNAL

- 03/2015 **Funded, Co-PI**, "*Improvised Action in Responsive Environments*", Kristian Kloeckl Co-PI, Jonathan Carr Co-PI, CAMD Faculty Research and Creative Activity Incentive Grants, \$10,000
- 01/2015 **Funded, Consultant**, "*Cushy Armchair – Interactive Multimedia Business Case, a Prototype*", Anthony Di-Ritis Co-PI, David Wesley Co-PI, Tier 1 Provost Interdisciplinary Grant, 2% of \$50,000, \$1000
- 02/2014 **Funded, Co-PI** "*Live Performance Drones for Research, Education, and New Theatrical Form Development*", Matthew Gray Co-PI, CAMD Faculty Research and Creative Activity Incentive Grants, \$10,000
- 07/2011 **Funded, PI**, "*Mobile Learning Digital Media Project*", NU Ed-Tech, iPad Initiative

- 01/2011 **Funded, Co-PI**, *“Using Computer-based Games to Diffuse Sustainable Innovations”*, Ann McDonald Co-PI, Rosanna Garcia Co-PI, Tier 1 Provost Interdisciplinary Grant, \$50,000
- 05/2014 **Not Funded, PI**, *“WeTeam: Webtool for Group Academic Projects”*, Tier 1 Grant for Advancing Undergraduate Teaching and Learning, \$10,000
- 05/2014 **Not Funded, Co-PI**, *“Updating FONY SLIDEMAN: An Interactive Software Simulation of Real-Life Product Design, Development, Manufacturing & Marketing Trade-Offs for Undergraduate Engineering Students”* Jennifer Love Co-PI, Kathryn Schulte-Grahame Co-PI, Susan Freeman Co-PI, Susan Sanderson Co-PI, Arthur Sanderson Co-PI, Shashi Murthy Co-PI, Tier 1 Grant for Advancing Undergraduate Teaching and Learning, 55% of \$10,000, \$5,500
- 01/2014 **Not Funded, Co-PI**, *“Ambient Software for Environmental Data Accessibility and Education”* Casper Hartevelde Co-PI, Brian Helmuth Co-PI, Tier 1 Provost Interdisciplinary Grant, \$50,000
- 01/2014 **Not Funded, Co-PI**, *“Wearable Intelligent Trainer (WIT)”*, Constantinos Mavroidis Co-PI, Tier 1 Provost Interdisciplinary Grant, \$50,000
- 01/2014 **Not Funded, Co-PI**, *“Safe Biking for Elderly and People with Hearing & Vision Impairments”* Constantinos Mavroidis Co-PI, Tier 1 Provost Interdisciplinary Grant, \$50,000
- 10/2013 **Not Funded, Co-PI**, *“Large Scale CNC Machine”*, Benjamin Caras Co-PI, CAMD Faculty Research and Creative Activity Incentive Grants, \$10,000
- 01/2013 **Not Funded, Co-PI**, *“NuPanel: Sustainable Topology-Optimized Prefab-Panel Building System”*, Peter Wiederspahn Co-PI, Jerome Hajjar Co-PI, Tier 1 Provost Interdisciplinary Grant, \$50,000
- 02/2012 **Not Funded, Co-PI**, *“SQUID: Smart Phone Linked Wearable Sensors for Exercise Effectiveness and Muscular Activation Tracking”*, Constantinos Mavroidis Co-PI, Carmen Sceppa Co-PI, Tier 1 Provost Interdisciplinary Grant, \$50,000
- 02/2012 **Not Funded, Co-PI**, *“A Low-Cost Virtual Reality-based Smart Glove for Rehabilitation”* Maureen Holden Co-PI, Constantinos Mavroidis Co-PI, Tier 1 Provost Interdisciplinary Grant, \$50,000

TEACHING AND ADVISING

COURSES TAUGHT

SUMMER 2016-SPRING 2017 COURSE LOAD: 3 CAMD, 2 COE (IN PROGRESS)

Course Name	Number	Term	Year	Students	Overload	New
Interactive Team Project 2	ARTG4701	Spring	2017	16		
Engineering Cornerstone 2	GE1502	Spring	2017	36		
Physical Computing	ARTG3250	Spring	2017	9		
Engineering Cornerstone 1	GE1501	Fall	2016	33		
Interactive Team Project 1	ARTG4700	Fall	2016	14		
Experience Design 1 Abroad	ARTG3465	Summer 1	2016	16	Yes	Yes
Design Process Context and Systems Abroad	ARTG1250	Summer 1	2016	16	Yes	Yes

FALL 2015-SPRING 2016 COURSE LOAD: 3 CAMD, 2 COE

Course Name	Number	Term	Year	Students	Overload	New
Iterative Product Prototyping	GE5030	Spring	2016	9	Yes	Yes
Interactive Team Project 2	ARTG4701	Spring	2016	20		
Engineering Cornerstone 2	GE1502	Spring	2016	21		Yes
Physical Computing	ARTG3250	Fall	2015	9		
Engineering Cornerstone 1	GE1501	Fall	2015	27		Yes
Interactive Team Project 1	ARTG4700	Fall	2015	19		

FALL 2014-SPRING 2015 COURSE LOAD: 3 CAMD, 2 COE

Course Name	Number	Term	Year	Students	Overload	New
Programming Basics	ARTG2260	Spring	2015	17	Yes	Yes
Physical Computing	ARTG3250	Spring	2015	8		Yes
Interactive Team Project 2	ARTG4701	Spring	2015	13		
Engineering Design	GE1110	Spring	2015	31		
Capstone Design 2	MEIE4702 ⁴	Spring	2015	8	Yes	
Engineering Design	GE1110	Fall	2014	18		
Interactive Media Capstone	IM4700 ⁵	Fall	2014	14		
Capstone Design 2	MEIE4702 ⁴	Fall	2014	5	Yes	

FALL 2013-SPRING 2014 COURSE LOAD: 3 CAMD, 2 COE

Course Name	Number	Term	Year	Students	Overload	New
Engineering Design	GE1110	Spring	2014	31		
Programming for Digital Media	IM2250 ¹	Spring	2014	13	Yes	
Programming for Digital Media	IM2250 ¹	Spring	2014	14		
Interactive Media Capstone 2	IM4701 ⁵	Spring	2014	5		Yes
Capstone Design 2	MEIE4702 ⁴	Spring	2014	9	Yes	
Interactive Media Capstone 1	IM4700 ⁵	Fall	2013	5		Yes
Engineering Problem Solving and Computation	GE1111	Fall	2013	28		Yes
Capstone Design 2	MEIE4702 ⁴	Fall	2013	5	Yes	Yes
Foundations of Game Design	DGMD1010	Summer 2	2013	16	Yes	Yes

FALL 2012-SPRING 2013 COURSE LOAD: 4 CAMD, 2 COE

Course Name	Number	Term	Year	Students	Overload	New
Game Design Capstone 2	GAME4701	Spring	2013	9		Yes
Engineering Design	GE1110	Spring	2013	29		
Programming for Digital Media	IM2250 ¹	Spring	2013	22	Yes	
Physical Computing	IM3250 ³	Spring	2013	8		Yes
Engineering Mechanics and Design	ME2350	Fall	2012	43	Yes	Yes
Engineering Design	GE1110	Fall	2012	28		Yes
Game Design Capstone 1	GAME4700	Fall	2012	10		Yes
Game Projects: Assets and Prototyping	GAME3800	Fall	2012	14		
Game Development Intensive	DGM6508	Summer 1	2012	12	Yes	Yes

FALL 2011-SPRING 2012 COURSE LOAD: 4 CAMD

Course Name	Number	Term	Year	Students	Overload	New
Programming for Digital Media	IM2250 ¹	Spring	2012	11		
Programming for Games	GAME2150 ²	Spring	2012	14		
Game User Interface Design	GAME3300	Fall	2011	9		Yes
Game Projects: Assets and Prototyping	GAME3800	Fall	2011	9		Yes

FALL 2009-SPRING 2011 ADJUNCT

Course Name	Number	Term	Year	Students	Overload	New
Programming for Games	GAME2150 ²	Spring	2011	15	Adjunct	
Game Design Algorithms	GAME3150	Fall	2010	9	Adjunct	Yes
Programming for Digital Media	IM2250 ¹	Fall	2010	5	Adjunct	Yes
Programming for Games	GAME2150 ²	Spring	2010	16	Adjunct	Yes
Programming for Multimedia	MMST3350 ¹	Fall	2009	10	Adjunct	
Programming for Multimedia	MMSU305 ¹	Summer 2	2009	10	Adjunct	Yes

NOTES

Academic Years end with Spring semester, any Summer teaching is moved to the next year

¹MMUSU305, MMST3350, and IM2250 are legacy numbers for ARTG2260

²GAME2150 is now CS3540

³IM3250 is now ARTG3250

⁴MEIE4702 while taught in Fall and Spring only counted as one 4 credit course

⁵IM4700/IM4701 is now ARTG4700/ARTG4701

ADVISING

09/2013 – Present **Faculty Mentor**, Experience Design BFA Concentration and Minor

03/2013 – 09/2013 **Master's Project Advisor**, Will Widen, Victoria Zukas, Yen Fu Lin, BLASTiators, Digital Media Program, Northeastern University, College of Professional Studies

02/2012 – 12/2012 **Master's Project Advisor**, Christopher Neveu, Dead Run, Digital Media Program, Northeastern University, College of Professional Studies

SERVICE AND PROFESSIONAL DEVELOPMENT

INSTITUTION

UNIVERSITY

- 09/2014 – Present **Managing Director**, Snell Library 3D Printing Studio
- 03/2016 – Present **Committee Member**, University Makerspace Committee
- 01/2014 – Present **Faculty Board Member**, Center for Entrepreneurship Education
- 09/2015 – Present **Faculty Advisor**, Generate
- 09/2016 – Present **Faculty Advisor**, Northeastern University Association of Gaming Enthusiasts (NUAGE)
- 05/2013 – 09/2013 **Planning Consultant**, Snell Library 3D Printing Studio
- 04/2013 – 10/2013 **Committee Member**, Creation of the Entrepreneurship Minor
- 01/2010 – Present **Faculty Advisor**, Game Development Club

COLLEGE

- 01/2014 – 07/2014 **Faculty Advisor**, Scout
- 09/2014 – Present **Committee Member**, Ryder 4th Floor Studios

DEPARTMENT

- 09/2013 – Present **Faculty Mentor**, Experience Design BFA Concentration and Minor
- 09/2013 – 05/2016 **Curriculum Committee Member**, Art + Design
- 09/2011 – 05/2012 **Curriculum Committee Member**, Creative Industries Program
- 05/2009 – 05/2012 **Steering Committee Member**, Creative Industries Program

DISCIPLINE/PROFESSION

- 01/2013 – Present **Reviewer**, International Conference on Virtual Rehabilitation
- 11/2014 – 01/2015 **Reviewer**, European Controls Conference 2015

Summer 2010-2014 *Juror*, Indiecade

11/2011 – 02/2012 *Chapter Reviewer*, *Game Analytics*, Editors: Seif El-Nasr M., Drachen A., Canossa A., Springer

COMMUNITY/PUBLIC

01/2012 *Organizer and Host*, *Global Game Jam*, Northeastern University

01/2010 *Organizer and Host*, *Global Game Jam*, Northeastern University

08/2009 *Organizer*, *Game Jam at SIGGRAPH 2009*, New Orleans, LA

DEVELOPMENT

05/2016 *Gift from Trustee*, \$8k, Luggage for Students on Dialogue Program

06/2016 *Gift from Staples*, \$75K, 3D Printers and Materials for the University