

Curriculum Vitae

Education History

M.S. Computational Media. University of California, Santa Cruz. September 2020.

B.B.A. Marketing. University of Notre Dame. May 2017.

Second major: Film, Television, and Theatre

Concentration: Television Studies

Magna cum laude

Teaching and Work Experience

Lecturer, Computational Media

University of California, Santa Cruz.

July – Aug. 2021

Courses:

- Game Technologies (Summer 2021)
- Game Design Practicum (Summer 2021)

Lecturer, Art & Design: Games and Playable Media

University of California, Santa Cruz.

Oct. 2020 - Present

Courses:

- Foundations of Play (Spring 2021)
- Game Studio III (Spring 2021)
- 3D Game Art Production (Winter 2020)
- Visual Communication and Interaction Design (Fall 2020)

Graduate Teaching Assistant

University of California, Santa Cruz

Sept. 2019 – Aug. 2020

Courses:

- Foundations of Video Game Design (Summer 2020)
- Game Studio III (Spring 2020)
- Human-Centered Design Research (Winter 2020)
- Visual Communication and Interaction Design (Fall 2019)

Science Internship Program Mentor

University of California, Santa Cruz

June 2019 – Aug. 2019

- Led research team of four high school students in designing and developing a mixed reality escape room using Unity VR.
- Organized brainstorming sessions and group discussions of research papers.

Lead Coding Instructor

South Bend Code School

June 2017 – June 2018

- Designed course curriculum for teaching Unity and C# and instructed two cohorts of high school students.
- Taught HTML, CSS, jQuery, and Scratch courses, leading a team of assistant instructors.

- Created and ran educational live action escape room for reviewing programming concepts.
- Instructed K-12 students individually and in groups using lectures, live demonstrations, and written tutorials.
- Prepared websites and Unity sample games for demonstrations.

Marketing Research Assistant
University of Notre Dame

May 2016 – Dec. 2016

- Conducted human subjects research experiment and coded quantitative data for analysis.
- Gathered and interpreted academic papers for literature reviews.
- Facilitated American Marketing Association Consortium by organizing registration, social activities, and audio-video help.

Journal Publications

Stolee, Mirek. (2021). A Descriptive Schema for Escape Games [Special Issue] *Well Played*. (Forthcoming)

Conference Participation

Panel Moderator. Games Studies, Culture, Play and Practice 9. Southwest Popular/American Culture Association Conference. Albuquerque, NM. 26 February 2021.

“Designing Analog Games in the Remote Classroom.” Presented at Southwest Popular/American Culture Association Conference. Albuquerque, NM. 26 February 2021.

“Waist-deep in the Digital: Board Game Adaptations.” Presented at Southwest Popular/American Culture Association Conference. Albuquerque, NM. 20 February 2020.

“Somebody’s Gotta Read the Rulebook (And It’s Always Me): Scaffolding in Analog Games.” Presented at Southwest Popular/American Culture Association Conference. Albuquerque, NM. 21 February 2019.

“Hand it over! There’s no time!’: Temporality, Physicality, and Collaboration in Escape Game Design.” Presented at Southwest Popular/American Culture Association Conference. Albuquerque, NM. 23 February 2018.

“Splitting the Chimera: Narrative and Gameplay in 999.” Presented at Southwest Popular/American Culture Association Conference. Albuquerque, NM. 24 February 2017.

Skills

- Programming and Development: Unity, C#, JavaScript, Java
- 3D Modeling and Animation: Autodesk Maya and Mudbox
- Design and Editing: Adobe Premiere Pro, After Effects, Illustrator and Photoshop