

Curriculum Vitae - Jeremy Johnson Ph.D.

Jeremy Miles Johnson

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Education

Ph.D., Atomic, Molecular, and Optical Physics, University of Texas at Austin, 2016

Dissertation: Toward higher-intensity positron beams : investigations in moderation efficiency and beam design

B.S. Physics, University of Texas at Arlington, 2005

B.A. Classical Studies, University of Texas at Arlington, 2005

Experience

Assistant Professor of Video Game Development, St. Edward's University, 2020 - Present

Visiting Assistant Professor of Video Game Development, St. Edward's University, 2018 - 2020

Cofounder, Artist, Game Designer - 4th Wall Games LLC, 2016-present

Adjunct Professor of Physics, St. Edward's University, 2018

Adjunct Professor of Physics, Art Institute of Austin, 2017-2018

Scriptwriter and Storyboard Artist, Journal of Visualized Experiments, 2017-2018

Adjunct Professor of Physics, Austin Community College, 2017-2018

Designer, Artist, Demonstrator, ACCHaoS, Austin Community College, 2017-2018

Researcher, HZDR, Dresden Germany, 2012

Associate Instructor, The University of Texas at Austin, 2008-2011, 2014-2016

Staff Comics Artist, The Daily Texan, The University of Texas at Austin 2006-2011

Current Courses

VGAM 3327 Advanced Game Animation

An art and animation course taught in 3D primarily using Blender. Emphasis is placed on developing technical skills and applying those to create a body of original creative work.

VGAM 3320 Game Design Studio 1

Introduction to video game development using GameMaker Studio as the primary engine. Students combine visual art and animation, audio, and programming, to explore game design goals. The development process emphasizes feedback, iteration, and thoughtful evaluation of the works created. Students work as solo developers. Satisfies St. Edward's Mission Marker: Creativity and Making

VGAM 3330 Game Design Studio 2

Video game development in teams using the Unity game Engine. Students create between four and five games in the Unity engine. In this class, students move from being solo generalists to performing specialized roles on a team. Concepts regarding industry practices and development pipelines are introduced.

VGAM 4345 & 4347 Senior Game Studio 1 & 2

Video game development with emphasis on using industry-standard processes and tools and preparation for future employment in the games industry. Students take a game project from concept to "Gold Master" state with a team. When possible, the students works with an non-profit organization in need of game development. The HealthStart Foundation was one such client.

VGAM 1310 Beginning Coding for Non-Coders

Students are introduced to computer literacy and programming largely through developing games. Topics include: spreadsheets, using Google effectively, files and folders, and emergence. The bulk of the course is devoted to programming using Python.

VGAM 3328 Interactive Storytelling

This course focuses on storytelling in games and other interactive media. Students play, analyze, and then create narratively-rich works. Particular emphasis is placed on writing interactive fiction.

Satisfies St. Edward's Mission Marker: Upper Division Writing Rich

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Curriculum Development

Course Revision: VGAM 4345 & 4347 Senior Game Studio, Summer 2022

Restructured to account for the end of collaboration with HealthStart and to introduce the vertical slice as part of the development pipeline.

Course Revision: VGAM 1310 Beginning Coding for Non-Coders, Spring 2020

Introduced spreadsheets and computer literacy components, and changed the course to be taught twice-per-week. Also organized the course slides to make it easy to give to another professor should that be necessary.

Course Creation: VGAM 3327 Advanced Game Animation, Fall 2019

Created the course as a standalone class in 3D modeling and animation with brief introductions to related topics.

Course Revision: VGAM 3330 Game Design Studio 2, Spring 2019

Revised the course to tackle a series of smaller games completed in teams.

Course Creation: VGAM 3320 Introduction to Game Animation, Spring 2019

Created the course as an introductory class in 2D animation with emphasis on foundational concepts.

Course Revision: VGAM 3320 Game Design Studio 1, Fall 2018

Restructured the course to use GameMaker Studio, with an introductory game using Bitsy.

Course Revision: VGAM 3399 Computer Graphics and Animation, Fall 2018

Explored and revised in anticipation of splitting this into two courses.

Course Revision: PHYS 1310 Physics for Future Presidents, Fall 2018, Paul Walter and Jeremy Johnson

Development of a hands-on, experimental component to accompany the reading and discussion.

Service to the Professional Community

Organizer Portfolio Posse Spring 2022, Fall 2022

Designed posters, signs, and standees for the participants. Worked with John Henderson to organize and facilitate each event.

Participation with HealthStart Foundation in the development of *Monstralia* through Senior Game Studio, Fall 2018-Spring 2022

Support VGMU! Talks at the Captial Factory, June and July 2020

Primarily served as moderator for the online talks.

Global Game Jam judge, University of Texas, Spring 2020

Creative Works

The Happy Fun Activity Book

Submitted for The Lindenbaum Prize for Short Gamebook Fiction 2021/2022 competition

Harrowing Adventures game demo.

Invited Talks and Demonstrations

Harrowing Adventures, NarraScope 2019, Cambridge, MA, June 15 & 16, 2019

“Harrowing Adventures, Find Clues, Punch Nazis, Save the World,” Interactive Storytelling, St. Edward’s University, March 1, 2018

Harrowing Adventures, Game On!, The Bob Bullock Museum, Austin, TX, November 30 2017

Game Demos Presented

Harrowing Adventures, NarraScope, Cambridge, MA, June 15 & 16, 2019

Harrowing Adventures, SXSW Gaming, Austin, TX, March 16, 2019

Harrowing Adventures, DreamHack Austin, Austin, TX, June 2, 2018

Harrowing Adventures, SXSW Gaming, Austin, TX, March 16, 2018

Harrowing Adventures, Game On!, The Bob Bullock Museum, Austin, TX, November 30 2017

Schools, Conferences, or Workshops Attended (Without Presenting)

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The 2016 Out of Excuses Writing Workshop and Retreat, Fort Lauderdale, FL, September 17-24, 2016

Awards and Honors

Distinguished Teaching Assistant Award, University of Texas, 2010

Physics Publications

Positron Beams as Effective Nondestructive Tools for the Semiconductor Industry, Fink, Johnson, Nguyen, Electronic Device Failure Analysis Vol. 19, No. 3 (2017)

Flash Lamp Annealing of Tungsten Surfaces Marks a New Way to Optimized Slow Positron Yields, Anwand, Johnson, Butterling, Wagner, Skorupa, and Brauer, Jour. Phys.: Conf. Ser. 443 (2013)

First Experiments with MePS, Jungmann, Haberle, Krause-Rehberg, Anwand, Butterling, Wagner, Johnson and T.E. Cowan, Jour. Phys.: Conf. Ser. 443 (2013)

Physics Research Presentations

"Improving Slow Positron Yields", Atomic, Molecular, and Optical Physics Seminar, The University of Texas, 2015

"The Annihilation of Positrons in Matter", Atomic, Molecular, and Optical Physics Seminar, Helmholtz Zentrum Dresden-Rossendorf, Dresden Germany, 2012

"Fundamentally Re-designing Labs for Physics 117M," Physics Teaching Forum, The University of Texas, 2010

Service to St. Edward's University

Member of AHMX Task Force on Recruitment and Retention 2022

Member of Maker Space Steering Committee 2022

Member of search committees for GDES Visiting Professor 2021, 2022 and ANIM Visiting Professor 2021

St. Edward's Game Fair Organizer Spring 2018-present

Freshman Visual Studies Seminar, Fall 2019

National Video Games Day Livestream Participant, St. Edward's University, Austin, TX, September 12, 2018

Video Game Development Major Representative, Rooster Teeth Expo, Austin, TX, August 3-5, 2018

Professional Societies Membership

International Game Developers Association (IGDA)

Special Interest Group on Computer-Human Interaction (SIGCHI)

Higher Education Video Game Alliance (HEVGA)