

Evie Powell

Seattle, WA 98102

704-451-2283

evie@vergeofbrilliance.com

Objective	Design and create innovative play experiences that are meaningful, social, and push the boundaries of technology
Skills	<ul style="list-style-type: none">• Design, implementation, and research development of experimental game systems• Demonstrated leadership of research development team towards next generation game experiences.• Drive software development towards completion using leadership, project management, and communication skills• Use of popular game engines including Unity 3D• Programming proficiency in C#/Java/C++• Use of Loggly platform, Survey Monkey, and internally designed data collection tools for data collection and user research initiatives• Game-related web design and development in PHP and MySQL / Mongo DB• iPhone App development using iPhone SDK and XCode.
Education	<p>University of North Carolina – Charlotte Ph.D. in Information Technology - Computer Science 2012 Dissertation Topic – <i>Socially Pervasive Games</i></p> <p>University of North Carolina - Charlotte Computer Science, Master of Science 2009 Concentration in Graphics and Visualization</p>
Fellowships	<p>National Science Foundation Graduate Research Fellow (2008-2011) Competitive Grant. 40K per academic year.</p> <p>GAANN Fellow 2007. Discretionary/Competitive Grant. 20K per academic year.</p>
Relevant Work	<p>Verge of Brilliance Startup Creative Director/ President/ Programmer of a startup game company. Our company strives to push the envelope on how games can promote meaningful experiences using today's technology. We create meaningful experiences with brilliant and beautifully designed games. Our games are primarily developed in Unity Game Engine using C# scripting language. You can find a list of our games at http://www.vergeofbrilliance.com/portfolio.php</p> <p>Xbox One Speech Tools Made speech more accessible to 3rd party developers through the introduction of “stock grammars” and distributing voice collection tool (VoiceStudio) on Xbox One. Role: Program Manager</p> <p>Locale Expansion Drove the effort across several teams to enable “Preferred Spoken Language” (PSL) on Xbox One. Helped with the design and execution of alpha/beta rollout of speech on Xbox One. Collaborated with several teams to drive the effort of locale expansion for speech on Xbox One. Shipped speech in several regions through PSL and alpha/beta speech. Role: Program Manager</p> <p>Xbox One Games with Speech Program Manager on the NUI Speech and Audio team. Drove the integration of conversational/flexible speech technology into several games and game prototypes. Developed rapid prototypes using C++ / C# / Unity and newly researched tools. Authored game dev facing documentation on integrating speech with game design.</p> <p>SnagemGame.com (PhD research project) Lead Designer / Programmer of this “glocal” pervasive social networking game that is essentially a database driven human scavenger hunt. Snag'em can easily be deployed in either a conference or university, and has been used for several official academic events / conferences. Main research initiative was orchestrating a “game ecology” that allowed people to utilize gaming mindset to be</p>

more successful with networking at conferences. Used designed-based / UX research methodologies. See dissertation: <http://eviemakesgames.com/research/powell-eve-2012-phd.pdf>

Awards and Special Activities

- ❖ **SnowBallZ: a VR game (November 2015)** – Honorable Mention at Facebook Hackathon. Participated in a 16-hour game jam using Unity 5, Oculus Rift DK2, and an Xbox controller. Led a team to develop a seasonal competitive multiplayer virtual reality game.
- ❖ **CopQuest at 8bithistory** – The featured centerpiece game / art piece for 2 week exhibit in August 2015. The game narrative follows the life of a fictional police officer. Gameplay incites discussion about the role that police play in society and the seen tendency towards escalation. <http://www.8bithistory.org/>
- ❖ **CopQuest Playtesting Event (November 2015)**– Presented work to the Open Seattle community. Had many software developers interested in applications for social change play the game and provide insightful feedback. <http://openprojectnight.org/seattle/>
- ❖ **Global Game Jam 2009 - 2013** - Team lead (Producer / Lead Game Designer) for 48-hour game development event all years. 2011 game was Baby Mammoths Journey to Mars, now available on XBLIG for \$1.00.
- ❖ **Microsoft® DigiGirlz Camp 2010- 2013** - Led several workshops teaching high school girls how to build games using GameMaker software.
- ❖ **Imagine Cup** - Honorable Mention. Led a team of four people, making a fighter game that appealed to women.
- ❖ **International Game Developers Association (IGDA)** – Game Development Conference Scholarship Winner 2007. IGDA chose 25 game developers to send to the GDC.
- ❖ **Essam El-Kwae Student-Faculty Research Award 2007.**

Work Experience

Verge of Brilliance, Seattle, Washington
Creative Director / President
August 2014 -

Microsoft Xbox One, Redmond, Washington
Program Manager
August 2012 – August 2014

UNCC Game Learning Lab, Charlotte, North Carolina
Research Assistant
Summer 2006 – Summer 2012

Publications

Eve Powell. 2012. A Framework for the Design and Analysis of Socially Pervasive Games. Ph.D. Dissertation. University of North Carolina, Charlotte, NC, USA. Advisor(s) Tiffany Barnes.

Evie Powell, Rachel Brinkman, Tiffany Barnes, and Veronica Catete. Table tilt: making friends fast. Foundations of Digital Games (FDG 2012). ACM, 242-245

Jamie Payton, Evie Powell, Andrea Nickel, Katelyn Doran, and Tiffany Barnes. GameChanger: a middleware for social exergames. Workshop on Games and Software Engineering (GAS 2011). ACM, 36-39.

Powell, E., S. Finkelstein, A. Hicks, et al. SNAG: Social networking games to facilitate Interaction. In ACM CHI 2010.

Finkelstein, S., E. Powell, A. Hicks, et al. SNAG: Using social networking games to increase student retention in computer science. ITiCSE 2010.

Barnes, T., E. Powell, A. Chaffin, H. Lipford. Game2Learn: Improving the engagement and motivation of CS1 students. In ACM GDCSE 2008.

Teresa A. Dahlberg, Tiffany Barnes, Audrey Rorrer, Eve Powell, Lauren Cairco: Improving

retention and graduate recruitment through immersive research experiences for undergraduates. SIGCSE 2008: 466-470

Tiffany Barnes, Heather Richter, Eve Powell, Amanda Chaffin, Alex Godwin:
Game2Learn: building CS1 learning games for retention. ITiCSE 2007: 121-125

Press and Speaking Opportunities

CopQuest: Bob's First Day. - Powerslyde took an interest in CopQuest, a game to combat police brutality and the conflict negative perception of both police and the communities they serve. <http://www.powerslyde.com/mobile-apps/copquest-bobs-first-day/>

STARS Alumni Panel and Game Dev Workshop – Invited as a guest speaker to discuss being in industry, starting a company, and making games. <http://www.starscelebration.org/2015/schedule>

Bitch Team Alpha, Ladies of Industry – I was a guest speaker for a local podcast. Discussion on my Ph.D. dissertation topic, starting my own company, and current events in games. <http://www.bitchteamalpha.com/ladies-of-industry-evie-powell/>

Video Game Break – Guest speaker on local podcast. Discussion on favorite recent games, current events, and other industry related things. <http://video-game-break.com/?p=7178>

You're a doctor? Working in industry with a Ph.D. – Invited as a guest speaker to lead an honest and insightful discussion on starting an industry job after acquiring a PhD in Computer Science.

Jigsaw Power Scripting Language Commercial. Produced, Storyboarded, edited, and contributed all voice acting in this video for Molecular Jig Studios. Video editing in Final Cut. https://www.youtube.com/watch?v=epUhx_jQNDU

WFAE 90.7FM Charlotte Talks – NPR interview about mobile app development with Jeremy Olson (Apple Design Award winner) and Professor Mohamed Shehab.

Seattle Mobile Games Forum – Best of Selfie Stick submissions. I'm in so many of these pictures... <https://www.globalmgf.com/seattle/selfies/>

CopQuest Commercial. Produced, Storyboarded, edited, and contributed all voice acting in this video. Video editing in Final Cut and After Effects. Music and voice editing in Logic and Audacity. <https://www.youtube.com/watch?v=LQQo2t1r5rU>



Evie “Doc” Powell
Game Designer / Programmer Extraordinaire

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