

Brianna Shuttleworth

Shuttleworth.Brianna@gmail.com
thebricade.com

Education

2018 – 2020	New York University	MFA Game Design
2013 – 2017	Arizona State University	B.A. Interdisciplinary Arts
2010 – 2012	Glendale Community College	Fine Arts

Affiliation

International Game Developers Association (IGDA) of Phoenix
Women in Games International (WIGI) Phoenix Branch
Women Who Code Phoenix

Refereed Exhibition

2020	Refest 2020, New York City, NY
2019	IndieCade, Santa Monica, CA
2019	NYU Game Center Showcase, Brooklyn, NY
2019	Figment NYC, New York City, NY
2019	The CUNY Game Conference 5.0, New York City, NY
2018	Queer Games Conference, Montreal, CA
2018	PixelPop Festival, St. Louis, MO
2018	State of the Union: One year Later, North Dakota State University, Fargo, ND
2017	Library Con, Gilbert, AZ
2017	Interdisciplinary Arts and Performance Senior Night, Glendale AZ
2017	Third Thursday Art at ASU, Arizona State University, Tempe, AZ
2017	GeekGirlCon, Seattle, WA
2017	Familiar Faces, Art Space West, Glendale, AZ
2017	PixelPop Festival, St Louis, MO
2017	Game Happens, Genoa, Italy
2017	Southwest Games Showcase, Phoenix Comic Con, Phoenix, AZ
2017	Third Thursday Art at ASU, Arizona State University, Tempe, AZ
2017	ManicFest, Southwest Electronic Music Festival, Glendale, AZ
2017	Third Thursday Art at ASU, Arizona State University, Tempe, AZ
2016	Southwest Games Showcase, Phoenix Comic Con, Phoenix, AZ
2013	Student Show, Glendale Community College, Glendale, AZ

Curations

- 2019 Rules to Play By, The Flow Gallery, curated with Derek Dadian-Smith
- 2018 Rules to Play By, The Flow Gallery, curated with Derek Dadian-Smith

Collaborative Projects

- 2020 Old Jo's Map with Alina Constantin
- 2020 Touch Without Touch with Yuqi Zhu
- 2019 Dial-a-Demon with Caroline Porter and Yuqi Zhu
- 2018 Blanket Hookups with Pathon Sivarapornsakul and Siddarth Govindan
- 2017 Dementia with Artist Sarina Guerra

Teaching Experience

- 2019 Teaching Assistant Game Design I at New York University
- 2017 Summer Program Game Design Instructor at Arizona State University
- 2014 -2016 Computer/Arts Instructor at the Boys & Girls Club of Metrophoenix

Research Experience

- 2014 Gram's House Research Assistant
- 2013 Play2Connect Research Assistant

Creative Research

- 2020 *Old Jo's Map* a storytelling tool and game system framework to create folktales.
- 2020 *Touch Without Touch* is a looking sim that mends the gap of experimental film and games in a series of video clips from everyday life. [in-progress]
- 2019 *January* is an iOS narrative game that focuses on the mundanity of day-to-day phone conversations with people we care about who are overwhelmed. [in-progress]
- 2019 *Dial-a-Demon* is an iOS narrative game where you can text, and call a demon- exploring aspects of sexual tension, possession, and anxiety. [in-progress]
- 2018 *Blanket Hookups* is a four to six player game that happens under a blanket about human touch and intimacy.
- 2017 *Les Fleur des Grandes Personnes* is a video game showcasing the insecurities we hold on to that stop us moving forwards with our dreams. [in-progress]
- 2017 *Dementia* is a collaborative series exploring memory lost in various Artist's lives.
- 2017 *Pillow Talk* analog performance game that asks participants to reminisce with their partner.
- 2017 *Trump Card*, a satirical political card game created by the Trump Administration.
- 2017 *Jamais-Vu* is a performance board game exploring the sensation of the familiar and forgetful.
- 2016-2017 *Mee&Mom* analog board game that addresses the nuanced relationship between a mother and daughter.

Conference Presentations

- 2019 Metatopia, Can We Be Real? Using and Representing Science in RPGs and LARPs with Mary Geogescu and Sharang Biswas
- 2019 Pixelpop Festival, Lose the Dice Panel with Mary Geogescu and Caroline Porter
- 2018 FreePlay Independent Games Festival, Success: The Only Race You'll Self-Sabotage to Win with Robin Vilain, Sybil Collas, Jason Imms, Tj Hughes, and Emma Siu
- 2018 Pixelpop Festival, Personal Play: Games About Us Panel with Jason Li
- 2018 Pixelpop Festival, Rules to Play By: Perspective Panel with Derek Dadian-Smith
- 2017 Game Happens On Stage, Jamais-Vu Talk

Presentations

- 2017 NerdFare – Making a Game When You Think You Know Nothing

Professional Work Experience

- | | | |
|-----------|---------------------|------------------------------|
| 2018 | Cheetah Mobile | Product Marketing |
| 2017-2019 | Design Works Gaming | Marketing Specialist |
| 2016-2017 | MiniCo | Online Advertisement Manager |

Accreditations

- | | | |
|-----------------------------|---------------------------|-------------|
| Sherohub | WebGL, Android | Development |
| Starmate – Puzzle Adventure | iOS, Android | Marketing |
| Super Scratcher Casino | iOS, Android and Facebook | Marketing |
| Spin Vegas Casino | iOS, Android and Facebook | Marketing |
| Diamond Sky Casino | iOS, Android and Facebook | Marketing |

Relevant Skills

- Game Design
- Unity – C# Scripting
- Corona – Lua Scripting
- Proficient with full Adobe Creative Suite
- 2D Design for print and digital
- Graphic Design
- Project Management
- Advanced Marketing Skillset