

## EDUCATION

**M.F.A., Game Design, New York University, 2016.**

Thesis title: “Games about Games: Playing Parody Games as Criticism.”

Advisor: Clara Fernandez-Vara.

**B.A., English Literature major, Sociology & Cinema Studies double minor,  
University of Mississippi, 2013. Magna Cum Laude.**

Thesis title: “Shepard-ing Gender: Queering Identity in *Mass Effect*.”

Advisor: Ross Haenfler

## ACADEMIC EMPLOYMENT

- 2016**            **Adjunct Arts Instructor; NYU Game Center/Tisch School of the Arts**  
Courses taught: Introduction to Game Studies, Introduction to  
Game Development, Games 101 (Teaching Assistant),  
Introduction to Game Programming
- 2018 2020**    **Adjunct Arts Instructor; Long Island University Post, School of  
Visual Arts, Communication and Digital Technology**  
Courses taught: Games through History, Game Studies,  
Game Development I
- 2020**            **Adjunct Instructor; The New School, Parsons School of Design**  
Courses taught: Games 101
- 2018 2019**    **Adjunct Arts Instructor; NYU Steinhardt School of Media  
Culture and Communications**  
Courses taught: Video Games: Culture and Industry
- 2018 2019**    **Adjunct Arts Instructor; Marymount Manhattan College**  
Courses taught: Videogame Storytelling, Videogame Design
- 2018 2019**    **Adjunct Instructor; NYU School of Professional Studies**  
Courses taught: Video Games and Culture

## CONFERENCE PROCEEDINGS

- 2019**            “Games are Changed” Games for Change Festival
- 2018**            “Bodies at Rest: Feminist Photography in Games” Proceedings  
of Different Games Conference 2018.
- 2016**            “Queering the Body in Physics Simulation Games” Proceedings  
of DiGRA 2016, Dundee, Scotland August 2016.
- 2015**            “A Small Act of Resistance: Social Change in Thomas Was

**Alone**” Proceedings of Games and Literary Theory Conference,  
New Orleans, LA November 2015.

### INVITED PRESENTATIONS

- 2018 “Always Already Interactive” IDFA DocLab Festival 2018.
- 2018 “Creation as Research” Gente Dando Charlas 2018.
- 2017 “Intimacy in First-Person Games” Fantastic Arcade 2017.
- 2015 “How to Write an Essay” NYU, Game Center Skill Share 2015.

### OTHER PUBLICATIONS

- 2015 “The Exuberance of Play, An Interview with Kevin Cancienne”  
2015 A MAZE. Magazine Vol. 4

### AWARDS AND ACCOLADES

- 2018 IDFA Digital Storytelling Nominee, *10 Mississippi*
- 2018 Come Out and Play Selection, *Space Kitty 2*
- 2018 VGA Gallery - Hunt and Peck: Alt. Expressions of the Keyboard  
Selection, *10 Mississippi*
- 2018 Now Play This Selection, *10 Mississippi*
- 2018 International Games Festival Nouvo Nominee, *10 Mississippi*
- 2017 Stugan Accelerator, *10 Mississippi*
- 2017 Fantastic Arcade Selection, *10 Mississippi*
- 2017 AMAZE Johannesburg Selection, *Space Kitty*
- 2016 Come Out and Play Selection, *Space Kitty*
- 2016 Change for Games for Change, GDC
- 2016 AltGames Arcade Vancouver Selection, *Beautiful/Ugly*
- 2016 Derivative Weird Games: A Temporary Collection of Referenced  
Works
- 2016 Different Games GDC Scholarship
- 2015 Girls Make Games GDC Scholarship

## MEDIA COVERAGE

- 2018 “Road to the IGF: Karina Popp’s *10 Mississippi*.” Interviewed by Joel Couture for *Gamasutra* March 2018,  
[https://www.gamasutra.com/view/news/315121/-Road\\_to\\_the\\_IGF\\_Karina\\_Popps\\_10\\_Mississippi.php](https://www.gamasutra.com/view/news/315121/-Road_to_the_IGF_Karina_Popps_10_Mississippi.php)
- 2017 “Interview with Karina Popp, Developer of *10 Mississippi*.” Interviewed by Andrea Sacchi for *Pressura* November 2017,  
<http://www.presura.es/2017/11/05/karina-popp-developer-10-mississippi/>

## COMISSIONED PROJECTS

- 2019 *Party Baby*, No Quarter Exhibition

## SELECTED PROJECTS

- 2018 *10 Mississippi*
- 2017 *Elmo’s Animal Match*, for Sesame Workshop
- 2016 *Cookie Monster Quest*, for Sesame Workshop
- 2016 *Derive Met*, for The Metropolitan Museum of Art
- 2016 *Candy Crunch*
- 2015 *Space Kitty*
- 2015 *Beautiful/Ugly*

## SERVICE

- 2019 Games Educators Conference Co-Chair
- 2018 Games for Change Jury Member
- 2015 Different Games Volunteer
- 2015 Indiecade Volunteer
- 2014 - 15 PRACTICE Volunteer

## INDUSTRY EMPLOYMENT

- 2019 Level Designer for *Dear Reader*, Local No. 12
- 2016 17 Front End Web Developer, Sesame Workshop

## **LANGUAGE AND PROGRAMS**

**Software Familiarity:** Photoshop (Advanced), Illustrator (Intermediate), Unity (Intermediate), GameMaker (Beginner)

**Language Familiarity:** C# (Intermediate), Javascript (Intermediate), Java (Beginner), C++ (Beginner)