

Karina Popp

website: kpopp.io
email: karina@kpopp.io

Work Experience

Adjunct Instructor, NYU and LIU-Post, 2017-2019

Classes Taught: Introduction to Game Development, Introduction to Game Studies, Games through History

Front End Web Developer, Sesame Workshop, 2016-2017

Develop online user experiences for children, focusing in games and other interactive content. Develop HTML5 games for children and adults. Maintain and update existing library of games in addition to asset management for these games.

Selected Projects

10 Mississippi, 2018

10 Mississippi is a stop motion game about a day's routine, played over and over and over and over again. 10 Mississippi plays with the taboo of film envy in games while browsing through life's interstitial moments - perusing through the fridge or waiting during the morning commute or composing an email to an old friend. 10 Mississippi is a game of uncomfortable, creeping intimacy.

Dérive Met, with Owen Bell, 2016

Dérive Met is a mobile web game that invites visitors to the Metropolitan Museum of Art to toss out their maps and get lost in the galleries. Inspired by the Situationists International, Dérive Met encourages Met visitors to uncover things that they might have otherwise missed.

Roles: Game designer, UX designer, front end programmer

Awards and Honors

IDFA DocLab Digital Storytelling Nominee, 10 Mississippi, 2018

IGF Nuovo Nominee, 10 Mississippi, 2018

Fantastic Arcade Selection, 10 Mississippi, 2017

Stugan Accelerator, 10 Mississippi, 2017

Education

M.F.A in Game Design. New York University, NY, NY – 2016.

B.A. in English Literature. Minors in Cinema and Sociology. The University of Mississippi. Oxford, MS – 2013.