

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 - **Arts Instructor; NYU Game Center/Tisch School of the Arts**
Courses taught: Introduction to Game Studies, Introduction to Game Development, Games 101 (Teaching Assistant)
- 2018 - **Adjunct Arts Instructor; Long Island University Post, School of Visual Arts, Communication and Digital Technology**
Courses taught: Games through History, Game Studies, Introduction to Game Development
- 2018 **Adjunct Arts Instructor; Marymount Manhattan College**
Courses taught: Videogame Storytelling, Videogame Design
- 2018 2019 **Adjunct Arts Instructor; NYU Steinhardt School of Media Culture and Communications**
Courses taught: Video Games: Culture and Industry
- 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** (*forthcoming*)
- 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/-](https://www.gamasutra.com/view/news/315121/)

Road_to_the_IGF_Karina_Popps_io_Mississippi.php

2017 “Interview with Karina Popp, Developer of *10 Mississippi*.” Interviewed by Andrea Sacchi for *Pressura* November 2017, <http://www.pressura.es/2017/11/05/karina-popp-developer-10-mississippi/>

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 Indicade Jury Member
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

2016 - 17 Front End Web Developer, Sesame Workshop

LANGUAGE AND PROGRAMS

Software Familiarity: Photoshop (Advanced), Illustrator (Intermediate), Unity (Intermediate)

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