

## *Curriculum Vitae*

W. TRENT HERGENRADER

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Rochester, NY  
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Department of English  
Rochester Institute of Technology  
06-2317 Liberal Arts Hall  
Rochester, NY 14623

### **ACADEMIC POSITIONS**

**Assistant Professor** of English and Creative Writing

Department of English, Rochester Institute of Technology, Rochester, NY

**Senior Editor**, *Journal of Creative Writing Studies*. 2015-present.

### **EDUCATION**

**Ph.D. in English**, emphasis in Creative Writing

University of Wisconsin-Milwaukee, May 2013

Dissertation Title: *Calypsis: A Hypertext Fiction*

Committee: Stuart Moulthrop (chair), Liam Callanan, Thomas Malaby, Peter Sands, Anne Wysocki

Special emphasis in Professional Writing

Certificate in Online and Blended Teaching, Learning Technology Center

**Certificate in Spanish**, advanced level

La Democracia Spanish School, Quetzaltenango, Guatemala, Aug. 2008

**M.A. in English**, emphasis in Creative Writing

University of Wisconsin-Milwaukee, Aug. 2007

Masters Project: *Pastures of Plenty and Other Stories*

Committee: Liam Callanan, James Liddy, Peter Sands

**B.A. in English**

University of Wisconsin-Madison, May 1997

### **AWARDS, GRANTS, AND HONORS**

Provost's Learning Innovation Grant, Rochester Institute of Technology, 2017

Faculty Research Grant, College of Liberal Arts, Rochester Institute of Technology, 2017

Paul and Francena Miller Research Fellowship, 2016

Faculty Career Development Services Provost's Faculty Mentoring Grant, 2015

Faculty Lead Education Abroad Exploration Grant, College of Liberal Arts, Rochester Institute of Technology, 2015

Faculty Research Grant, College of Liberal Arts, Rochester Institute of Technology, 2015

Named in the *RIT Athenaeum* as one of "Ten RIT Faculty to Watch," October 2014

Faculty Education and Development Grant, College of Liberal Arts, Rochester Institute of Technology, 2014

Teaching Excellence Award, University of Wisconsin-Milwaukee, 2011

Tinsley Helton Dissertation Fellowship, University of Wisconsin-Milwaukee, 2011-2012

## PUBLICATIONS

### *Books*

*Collaborative Worldbuilding for Writers and Gamers*. London: Bloomsbury. Forthcoming, Oct 2018.

*Breaking Boundaries: Innovative Approaches to Creative Writing*. Co-edited with Michael Dean Clark and Joe Rein. London: Bloomsbury. Feb 2017.

*Creative Writing in the Digital Age*. Co-edited with Michael Dean Clark and Joe Rein. London: Bloomsbury. Mar 2015.

### *Scholarship*

“Do It Yourself, Together: Digital Networks and Creative Collaborations in Creative Writing Classes.” (tentative title) *Digital Fictions: The Future of Storytelling*. Eds. Nancy Hightower and Paul D. Miller. Under contract.

“Structures of Play: Literacies, Games, and Creative Writing.” *Exploding the Castle: Seeking to Shape the Future of Games in Education*. Eds. Stephen Slota and Michael Young. Charlotte, NC: Information Age Publishing. Oct 2017.

“Genre Fiction, and Games, and Fanfiction! Oh My!: Collaboration and Community in Creative Writing Classes.” *Can Creative Writing Really Be Taught?: Resisting Lore in Creative Writing Pedagogy*. Eds. Stephanie Vanderslice and Rebecca Manery. London: Bloomsbury. July 2017.

“When You Play the Game of Thrones... Everyone Wins!: Fanfiction and Role-Playing Games for Fiction Writers.” *Proceedings for the Games+Learning+Society Conference 12.0*. Pittsburgh: ETC Press. June 2017.

“Steampunk Rochester: An Interdisciplinary, Collaborative Creative Writing Project.” *Breaking Boundaries: Innovative Approaches to Creative Writing*. Eds. Michael Dean Clark, Trent Hergenrader, and Joe Rein. London: Bloomsbury. Feb 2017.

“Can the Professor Come Out and Play? Establishing Critical Gaming Groups for Faculty.” *Video Games and Learning in Higher Education*. Spec. issue of *On the Horizon*. Vol. 24 Iss: 1, pp.29 – 33. 2016.

“The Place of Videogames in the Digital Humanities.” *Video Games and Learning in Higher Education*. Spec. issue of *On the Horizon*. Vol. 24 Iss: 1, pp.34 – 37. 2016

“Making Space for Creative Writing Research in the Academy.” *Journal of Creative Writing Studies*. Vol. 1 : Iss. 1, pp. 1-7. 2016

“Steampunk Rochester.” Steve Jacobs, Jessica Lieberman co-authors. *Proceedings for the Games+Learning+Society Conference 11.0*. Pittsburgh: ETC Press. 2016.

- “Studying Creative Writing at Today’s College or University: What Should I Expect and What Skills Should I Bring.” *Studying Creative Writing*. Ed. Stephanie Vanderslice. Cambridge, UK: Creative Writing Studies. 2016.
- “Immersive Learning: Using Role-Playing Games to Teach Creative Writing, Literature, and History.” *Teacher Pioneers: Visions from the Edge of the Map*. Ed. Caro Williams. Pittsburgh: ETC Press. 2016.
- “Game Spaces: Videogames as Story-Generating Systems for Fiction Writers.” *Creative Writing in the Digital Age*. Eds. Michael Dean Clark, Trent Hergenrader, and Joe Rein. London: Bloomsbury. Mar 2015.
- “Dense Worlds, Deep Characters: Role-Playing Games, World Building, and Creative Writing.” *Proceedings for the Games+Learning+Society 10.0 Conference*. Pittsburgh: ETC Press. Dec 2014.
- “A World Filled with Darkness, Dungeons, and Dragons: Using Analog Role Playing Game Creation to Enhance Literature and Writing Instruction in High School English Classes.” Kip Glazer, co-author. *Proceedings for the Games+Learning+Society 10.0 Conference*. Pittsburgh: ETC Press. Dec 2014.
- “Exploring Imaginary Maps: Collaborative World Building in Fiction Writing Classes.” *Building Literate Connections through Videogames and Virtual Worlds*. Eds. Hannah Gerber and Sandra Houston. Boston: Sense, Sept 2014.
- “Narrative Potential of Tabletop Role-Playing Games.” *Proceedings for the Games+Learning+Society 9.0 Conference*. Pittsburgh: ETC Press. Feb 2014. 168-174. Print and online.
- “From Meaning to Experience: Teaching Fiction Writing with Digital RPGs.” *Dungeons, Dragons and Digital Denizens: Digital Role-playing Games*. Eds. Gerald Voorhees, Joshua Call, and Katie Whitlock. New York: Continuum, Feb 2012. 304-23. Print.
- “Gaming, World Building, and Narrative: Using Role-Playing Games to Teach Fiction Writing.” *Proceedings for the Games+Learning+Society 7.0 Conference*. Pittsburgh: ETC Press, Sept 2012. 111-16. Print.

### ***Fiction***

- “Thief of Hearts.” *Mammoth Book of Dieselpunk*. Ed. Sean Williams. Baltimore: Running Press, 2015.
- “The Lighthouse Keeper’s Daughter.” *Zahir: A Journal of Speculative Fiction*. Jan. 2010. Web. <<http://www.zahirtales.com/lighthouse.html>>.
- Honorable mention. *The Best Horror of the Year #3*. Ed. Ellen Datlow. San Francisco: Night Shade Books, 2011. Print.
- “Eskhara.” *Federations*. Ed. John Joseph Adams. Rockville, MD: Prime, 2009. 336-49. Print.
- Standout story in *Publisher’s Weekly* starred review.
  - Honorable mention. *The Year’s Best Science Fiction: 27th Annual Collection*. Ed. Gardner Dozois. New York: St. Martin’s Griffin, 2010. Print.

“The Hodag.” *Black Static* 7 Oct. 2008: 9-12. Print.

- Reprinted in *The Best Horror of the Year #1*. Ed. Ellen Datlow. San Francisco: Night Shade Books, 2009. 125-33. Print.

“Black Jack Davy.” *Realms of Fantasy* Apr. 2007: 56-63. Print.

- Honorable mention. *The Year’s Best Fantasy & Horror: 21st Annual Collection*. Eds. Kelly Link and Gavin Grant. New York: St. Martin’s Griffin, 2008. Print.

“Working Out Our Salvation.” *Weird Tales* Apr./May 2007: 50-54. Print.

- Reprinted in *Weird Tales: The Twenty-First Century, Volume 1*. Eds. Sean Wallace and Stephen Segal. Rockville, MD: Prime, 2007. 35-41. Print.

“Change of Seasons.” *Cicada* Sept./Oct. 2006: 40-50. Print.

“From the Mouths of Babes.” *Magazine of Fantasy & Science Fiction* Mar. 2006. 106-13. Print.

- Honorable mention. *The Year’s Best Science Fiction: 24th Annual Collection*. Ed. Gardner Dozois. New York: St. Martin’s Griffin, 2007. Print.

“Secretary’s Day.” *Alienskin*. Feb. 2006. Web.

“Of Silver Bullets and Golden Teeth.” *Animal Magnetism: A Charitable Anthology*. Ed. S.A. Parham and W. Olivia Race. Raleigh, NC: SFH Charity Anthologies, 2005. 33-42. Print.

- Reprinted in *The Beast Within*. Ed. Matt Hulst. Lakeside, AZ: Graveside Tales, 2008. 280-92. Print.

### ***Creative Nonfiction***

“The Mouth of the Volga.” *Post Road* 21 (2011). 21-25. Print.

- Pushcart Prize nominee.

### ***Interviews (most recent first)***

Goodman, James. “RIT’s New Major: Digital Humanities.” *Democrat and Chronicle*. N.p. 29 Oct 2015. <<http://www.democratandchronicle.com/story/news/2015/10/29/rits-new-major-digital-humanities/74802370/>>

Sung, Ki. “Books to Games: Transforming Classic Novels Into Role-Playing Adventures.” *Mind/Shift*. N.p. 27 Oct. <<http://ww2.kqed.org/mindshift/2015/10/27/books-to-games-transforming-classic-novels-into-role-playing-adventures/>>

Girardi, Tamara. “An Interview with Trent Hergenrader.” *Writing Commons*. N.p., n.d. Web. 13 May 2015. <<http://writingcommons.org/open-text/genres/creative-writing/creative-writing-interviews/1259-an-interview-with-trent-hergenrader-1>>.

“Ten RIT Faculty to Watch.” *RIT News*. N.p., 9 Oct 2014.

<[http://www.rit.edu/news/athenaeum\\_story.php?id=51023](http://www.rit.edu/news/athenaeum_story.php?id=51023)>

### **Book Reviews**

“Film and Games: Interactions.” *Afterimage*. Vol. 43, No. 4. (2016)

“The More You Know: NBC News, Educational Innovation, and Learning from Failure.”  
*American Journal of Play*, 6.1 (2014)

### **Digital Projects**

*Tales from King’s Landing*. Student project blending aspects of fanfiction and role-playing games in the popular Song of Ice and Fire/Game of Thrones setting. Jan. 2016 to May 2016. Web.  
<<http://talesfromkingslanding.wikispaces.com/>>

*Steampunk Rochester*. Student project completed in a collaborative world building course based on an alternate history/steampunk genre set in Rochester, NY. Aug 2015 to Dec 2015. Web.  
< [http://steampunkrochester.wikispaces.com /](http://steampunkrochester.wikispaces.com/)>

*Tales from King’s Landing*. Student project blending aspects of fanfiction and role-playing games in the popular Song of Ice and Fire/Game of Thrones setting. Jan. 2015 to May 2015. Web.  
<<http://talesfromkingslanding2015.wikispaces.com/>>

*Steampunk Rochester*. Student project completed in a collaborative world building course based on an alternate history/steampunk genre set in Rochester, NY. Jan. 2013 to May 2013. Web.  
<<http://steampunkrochester2014.wikispaces.com/>>

*Calypsis: A Hypertext Fiction*. A sole-authored novel-length work based on a role-playing game, featuring eight characters’ intertwined narrative threads told in vignettes.  
July 2011 to Mar. 2013. Web. <<http://trenthergenrader.com/calypsis/>>

*Hellwaukee*. Student project completed in a collaborative world building course based on the post-apocalyptic genre set in Milwaukee, WI. Jan. 2013 to May 2013. Web.  
<<http://hellwaukee.wikispaces.com/>>

*Rivertown Chronicles*. Student project completed in a collaborative world building course based on the post-apocalyptic genre set in Milwaukee, WI. Jan. 2010 to May 2010. Web.  
<<http://rivertown.wikispaces.com/>>

*Strands of an Invisible Web*. Narrative installation. *SPRAWL @ the Borg Ward Collective*, Milwaukee, WI. Nov. 2008.

### **TEACHING EXPERIENCE**

**Assistant Professor**, Department of English, Rochester Institute of Technology

- English 211: Introduction to Creative Writing (fall 2013, spring 2014)
- English 315: Digital Literature (summer 2016)
- English 325(H): Honors English: Transmedia Storyworlds (fall 2017)
- English 353: Fantasy: Major Works of J.R.R. Tolkien (fall 2015)

- English 362: Speculative Fiction Workshop (spring 2014)
- English 386: World Building Workshop (spring 2016, summer 2017)
- English 441: Fiction Workshop (fall 2013)
- English 400: Special Topics: *Game of Thrones* in Media (spring 2014, fall 2014)
- English 543: Game-based Fiction Workshop
  - Steampunk Rochester (fall 2014, fall 2015, fall 2017)
  - Tales from King's Landing (spring 2015, spring 2016)
- English 599: Independent Study (spring 2014, summer 2015, fall 2015)
- Digital Storytelling in Portugal Study Abroad, summer 2016

**Graduate Teaching Assistant**, Department of English, University of Wisconsin-Milwaukee

**Teacher of record for:**

- English 236: Introductory Topics in Creative Writing (spring 2013)  
Course Subtitle: Digital Storytelling and Role-Playing
- English 236: Introductory Topics in Creative Writing (spring 2011)  
Course Subtitle: Gaming, World Building, and Narrative
- English 233: Introduction to Creative Writing (fall 2009, spring 2010; online fall 2010)
- English 215: Introduction to English Studies (online summer 2011)
- English 205: Business Writing (fall 2010)
- English 102: College Writing and Research (fall 2009, spring 2010, fall 2011; online fall 2012)
- English 101: Introduction to College Writing (fall 2008, spring 2009)

**Teaching assistant for:**

- English 380: Media and Society, Prof. Stuart Moulthrop (fall 2011)  
Course Subtitle: Game Culture

**CONFERENCE PRESENTATIONS**

“Transmedia Storytelling and Creative Writing.” *Creative Writing Studies Conference*. Black Mountain, NC. November 2017.

- “Collaborative Worldbuilding.” *Digital Media and Learning (DML) Conference*. Irvine, CA. October 2017.
- “Collaborative Worldbuilding for Writers and Gamers.” *Electronic Literature Organization Conference*, Porto, Portugal. July 2017.
- “The Invention of Creative Writing.” *AWP Conference*, Washington, DC. February 2017.
- “Collaborative Worldbuilding.” *Creative Writing Studies Conference*, Asheville, NC. Sept 2016.
- “When You Play the Game of Thrones...Everyone Wins! Fanfiction and Role-Playing Games in Creative Writing Classes.” *Games+Learning+Society Conference*, Madison, WI. August 2016.
- “Experiencing the Buffalo State Insane Asylum: A 3D Reconstruction and Game Narrative.” With Shaun Foster and Lisa Hermsen. *New Media Consortium Conference*. Rochester, NY. June 2016.
- “Steampunk Rochester: An Interdisciplinary Project Based on Local History.” *New Media Consortium Conference*. Rochester, NY. June 2016.
- “Collaborative Worldbuilding: Bridging Critical Thinking and Creative Practice with Digital Tools.” *AWP Conference*, Los Angeles, CA. March 2016.
- “Experiencing the Buffalo State Insane Asylum: A 3D Reconstruction and Game Narrative.” *CUNY Games Festival*. New York, NY. January 2016.
- “Collaborative World Building in Creative Writing Classes.” *Creative Writing and Innovative Pedagogies Conference*. University of Central Missouri, Warrensburg, MO. Oct 2015.
- “Steampunk Rochester.” With Steve Jacobs. *Games+Learning+Society Conference 11.0*. Madison, WI. June 2015.
- “Collaborative World Building: Bridging Critical Thinking and Creative Practice with Digital Tools.” *AWP Conference*. Minneapolis, MN. April 2015.
- “Collaborative World Building in Networked Classrooms.” *Electronic Literature Organization Conference*. Milwaukee, WI. June 2014.
- “Dense Worlds, Deep Characters: Role-Playing Games, World Building, and Creative Writing.” *Games+Learning+Society Conference 10.0*. Madison, WI. June 2014.
- “A World Filled with Darkness, Dungeons, and Dragons: Using Analog Role Playing Game Creation to Enhance Literature and Writing Instruction in High School English Classes.” *Games+Learning+Society Conference 10.0*. Madison, WI. June 2014.
- “How to Use Analog Games as Writing Instructional Tools.” *California Association of Teachers of English*. With Kip Glazer. Malibu, CA. February 2014.
- “Teaching Fiction Writing with Role-Playing Games.” *CUNY Games Festival*. New York, NY. January 2014.

- “Narrative Potential of Tabletop Role-Playing Games.” *Games+Learning+Society Conference 9.0*. Madison, WI. June 2013.
- “Build Me a World: World Building, Emergent Narratives, and Environmental Storytelling.” *AWP Conference*. Chicago, IL. February 2012.
- “Units of Meaning: Videogame Criticism, Literary Analysis, Effective Pedagogy.” *Midwest MLA Conference*. St. Louis, MO. November 2011.
- “Playing in Character: Role-Playing Games and Character Development.” *Midwest MLA Conference*. St. Louis, MO. November 2011.
- “Gaming, World Building, and Narrative: Using Role-Playing Games to Teach Fiction Writing.” *Games+Learning+Society Conference 7.0*. Madison, WI. June 2011.
- “Leveling Up: Using Video Games as Teaching Tools in Introductory Writing Courses.” *Second Annual UWM First-Year Composition Professional Development Conference*. Milwaukee, WI. May 2010.
- “Broken Bodies, Broken Worlds: Varieties of Dystopia in the Works of Paolo Bacigalupi.” *Fifth Annual UW-Madison Graduate Student Conference in Language and Literature, Liminal Literature: Borders and Genre*. Madison, WI. Feb. 2009.
- “Introducing Technology Into the Composition Classroom: Some Assumptions and Suggested Practices.” *First-Year Composition Graduate Student Conference Presented by UWM and Marquette University*. Milwaukee, WI. Dec. 2008.

## **WORKSHOPS AND PANELS**

- “Collaborative Worldbuilding Workshop.” Creative Writing Studies Conference, Black Mountain, NC. November 2017.
- “Collaborative Worldbuilding Workshop.” Electronic Literature Organization Conference, Porto, Portugal. July 2017.
- “Collaborative Worldbuilding Workshop.” New Media Consortium Conference. Rochester, NY. June 2016.
- “Collaborative Worldbuilding Session.” THATCamp RIT DHSS. Rochester, NY. May 2016.
- “Collaborative Worldbuilding Session.” THATCamp CNY. Cornell, NY. April 2016.
- “The Flipped Classroom.” Moderator. *Creative Writing and Innovative Pedagogies Conference*. University of Central Missouri, Warrensburg, MO. Oct 2015.
- “Playing at School: A Strategic Discussion on the Evolving Role of Game Mechanics in Curriculum & Assessment.” Panel member. *Games+Learning+Society Conference 11.0*. Madison, WI. June 2015.



- “Teacher Pioneers: Adventures with Media, Pedagogy, and Play in K-16 Learning.” Panel member. *Games+Learning+Society Conference 11.0*. Madison, WI. June 2015.
- “GLS Doctorial Consortium Career Panel.” Panel member. *Games+Learning+Society Conference 11.0*. Madison, WI. June 2015.
- “Creative Writing in the Digital Age.” Panel member. *AWP Conference*. Minneapolis, MN. April 2015.
- “You’ve Finished Your Game Based Dissertation—Now What?” Panel member. *Games+Learning+Society 10.0 Conference*. Madison, WI. June 2014.
- “Critical World Building for Creative Writing, Literature and History Courses.” Workshop facilitator. *Playful Learning Summit*. Madison, WI. June 2014.
- “Writing Games: Gaming, Digitality, and Creative Writing Pedagogy.” Panel chair. *AWP Conference*. Chicago, IL. February 2012.
- “Straddling Borders: Science Fiction and the Fantastic As Transgressive Literatures.” Panel chair. *Fifth Annual UW-Madison Graduate Student Conference in Language and Literature, Liminal Literature: Borders and Genre*. Madison, WI. Feb. 2009.

#### **INVITED TALKS**

- “Liberal Arts @ a Tech University.” College of Liberal Arts Freshman Orientation. Rochester Institute of Technology. Rochester, NY. August 2017.
- “Collaborative Worldbuilding with Maps and Wikis.” Materialities of Literature Graduate Seminar, University of Coimbra. Coimbra, Portugal. July 2017.
- “Collaborative Worldbuilding and Interdisciplinary Learning.” RIT School of Individualized Study. March 2017.
- “Tabletop Role-Playing as Transmedia Storytelling.” Finger Lakes Community College ComiCon. October 2016.
- “Tabletop Role-Playing as Transmedia Storytelling.” Materialities of Literature Graduate Seminar, University of Coimbra. Coimbra, Portugal. May 2016.
- “Collaborative Authorship in Transmedia Narratives.” Interdisciplinary Transmedia Narrative Forum. Rochester Institute of Technology. Rochester, NY. March 2016.
- “The Creative Writing Studies Organization and the Journal of Creative Writing Studies.” 21st Century Scholarship Unlocked: Open Access – A Wallace Center Event. Rochester, NY. February 2016.
- “Bridging the Creative-Critical Divide through Collaborative Worldbuilding.” *RIT Tiger Talks Faculty Showcase*. Rochester, NY. January 14, 2015.
- “Living and Learning in the Ludic Century: A Crash-Course on Game Culture, Game Studies, and Game-based Learning.” *Stan McKenzie Salon Series at RIT*. Rochester, NY. December 4, 2014.

“Fictional Selves: Video Game Character Creation and Customization.” *Minnesota Online High School’s Wednesday Forum*. Online. May 17, 2012.

“Games, Game Culture and Creative Writing Studies: A Conversation.” *Beloit College Guest Speaker Series*. Beloit, WI. April 17, 2012.

“Gaming and Creative Writing: Theory and Practice.” *Technology and Pedagogy Forum at UW-Milwaukee*. Milwaukee, WI. April 21, 2011.

## **GUEST LECTURES**

“Worldbuilding 101.” IGME-695 Colloquium in Game Design and Development. Invited by Prof. Jessica Bayliss, Rochester Institute of Technology, Rochester, NY. December 9, 2016.

“Worldbuilding 101.” IGME-220, Game Design and Development I. Invited by Prof. Ian Schreiber, Rochester Institute of Technology, Rochester, NY. September 30, 2016 and October 3, 2017.

“Exploring Steampunk Rochester.” *English 442: Maps, Spaces, Places*. Invited by Prof. Lisa Hermsen, Rochester Institute of Technology, Rochester, NY. Oct 28, 2015.

“The Evolution of Role-Playing Games.” *English 380: Media & Society – Game Culture*. Invited by Prof. Stuart Moulthrop, UW-Milwaukee, Milwaukee WI. Nov. 8, 2012.

“Exploring Game Space.” *English 380: Media & Society – Game Culture*. Invited by Prof. Stuart Moulthrop, UW-Milwaukee, Milwaukee WI. Oct. 26, 2011.

“Fictional Selves: Video Game Character Creation and Customization.” *English 380: Media & Society – Game Culture*. Invited by Prof. Stuart Moulthrop, UW-Milwaukee, Milwaukee WI. Oct. 19, 2011.

## **SERVICE**

**Committee Member**, President’s Task Force on Performing Arts, fall 2017 to present.

**Coordinator**, Department of English Visiting Writers Series, fall 2017.

**Committee Member**, College of Liberal Arts, Agenda Committee, fall 2017 to present.

**Committee Member**, Department of English, Marketing Committee, fall 2017 to present.

**Committee Member**, Department of English, COLA Storytelling Committee, spring 2017.

**Committee Member**, Department of English, English and General Education Committee, fall 2016.

**Committee Member**, Department of English, Chair’s Cabinet Committee, 2015-2016.

**Curriculum Consultant**, Digital Humanities and Social Sciences Program, Rochester Institute of Technology, Aug 2015 to present.

**Faculty Advisor**, Storytellers Student Group, Rochester Institute of Technology, Nov 2014 to present.

**Search Committee Member**, Assistant Professor in Digital Writing and New Media, Department of English, Rochester Institute of Technology. Sept. 2014 to Mar 2015.

**Member**, Ad-hoc Curriculum Exploratory Committee, Department of English, Rochester Institute of Technology. Dec. 2013 to present.

**Search Committee Member**, Assistant Professor in Computational Linguistics, Department of English, Rochester Institute of Technology. Sept. 2013 to Mar 2014.

**Founder**, Creative Writing Graduate Students Organization, UW-Milwaukee. President, Aug. 2008 to Aug 2009. Vice-President Aug. 2009 to Aug. 2011.

**Incoming Student Mentor**, Creative Writing Program, UW-Milwaukee. Aug. 2007 to present.

**Assistant Fiction Editor and Web Editor**, *the cream city review* and *creamcityreview.org*. Aug. 2007 to May 2009.

## ACADEMIC ADMINISTRATIVE EXPERIENCE

**Department of English Digital Technology Assistant**, Department of English, University of Wisconsin-Milwaukee, Aug. 2012 to May 2013

Duties included:

- Developing and updating the Department of English website, including maintaining current faculty profiles, program descriptions, and administrative forms
- Posting news and events to the department's social media streams
- Scheduling and providing technical support for media-enabled classrooms
- Planning and publicizing technology and pedagogy workshops
- Editing and publishing *Student Work* online magazine

**Media, Cinema and Digital Studies Research Assistant**, Department of English, University of Wisconsin-Milwaukee, July 2012.

Responsibilities included the independent reading, summarizing, critiquing, and digitally cataloging a series of academic articles being considered for a collection on new media theory.

**Assistant to the Creative Writing Program Coordinator**, Department of English, University of Wisconsin-Milwaukee, Aug. 2008 to May 2009.

Routine duties included answering program questions for enrolled and prospective students, processing program paperwork, and note taking for monthly program meetings.