

DAVID NEGRIN

Lecturer

Rochester Institute of Technology
Golisano College of Computing and Information Sciences
The School of Interactive Games and Media

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David Negrin is a professor, game designer, VR creator, director of film & theater, and an arts non-profit founder. He is currently a full-time Lecturer in the The School of Interactive Games and Media at the Golisano College of Computing and Information Sciences at [Rochester Institute of Technology](#). Professor Negrin has worked previously as is a full-time Lecturer and Undergraduate Program Coordinator in the Games and Interactive Media program in the Nicholson School of Communication and Media at the [University of Central Florida](#). Before that he worked as an Assistant Professor of Film, Television, and Emerging Media in the Roy H. Park School of Communications at [Ithaca College](#), as an Adjunct Assistant Professor in the Department of Radio, Television, Film in the Lawrence Herbert School of Communication at [Hofstra University](#), and as a Part-Time Lecturer in the School for Media Studies at [The New School](#). His [research in emerging media](#) includes: game design for social impact, virtual reality, transmedia storytelling, and immersive theater.

Professor Negrin's courses and research are complemented by [13 years working in information technology](#) where he coded in multiple programming languages, ran testing laboratories for big data analytics and high frequency trading, and published competitive analysis for Gartner, the world's No.1 technology research firm. He was [Executive Director of the NYC Screenwriters Collective](#), the largest non-profit screenwriting workshop in New York City.

Education

M.F.A. Cinema Arts, 2018

Brooklyn College, Feirstein Graduate School of Cinema (3-year full-time degree program, 66 credits)

B.S. Computer Science, 1998

The University at Buffalo, Department of Computer Science and Engineering

Bronx High School of Science, 1994

Graduated with a Bronx Science and NY Regents diploma.

Full-Time Academic Positions

Lecturer

Rochester Institute of Technology

August 2024-Present

As a full-time *Lecturer*, I design and teach graduate and undergraduate courses in Game Design, Game Production, Game Development, and XR Development in The School of Interactive Games and Media (IGM) in the Golisano College of Computing and Information Sciences. Courses include game design theory, game development labs, project-based learning, and digital media studies. (4/3)

Game Design

Unity, Unreal, C#, Blueprints, Jira, ClickUp, Git, Twine, Blender, Adobe Photoshop, Miro, Audacity

VR, AR Design

Unity, XR Interaction Toolkit, C#, Blender, Miro, Twine, Android Studio, Adobe Creative Suite, Premiere VR, Photoshop, Audition, Mixamo, Animate

Emerging Media Portfolio - [LINK](#)Research & Projects - [LINK](#)Student Work Examples - [LINK](#)**Undergraduate Program Coordinator** *University of Central Florida**May 2022 – August 2024*

The second-ranking leader in the Games and Interactive Media program, I managed all administrative aspects of the Digital Media B.A. degree program, both specializations in Game Design and Web & Social Platforms, which had 1210 students in 2023. My responsibilities encompass overseeing curriculum development, student advising, degree accreditation & assessment, and admissions and transfer policy. I chair the Undergraduate Committee, coordinating with faculty and staff to address these matters. My contributions have significantly enhanced the educational experience of our students and have been pivotal in elevating the UCF Games and Interactive Media program to a position of national leadership in technological education. Additionally, I lead the research and authoring of our annual application to The Princeton Review Top Game Design Schools. Over the course of three years under my leadership, our program has made significant strides ascending from being ranked 14th to 13th, then surging to 6th, and most recently poised to be ranked 5th internationally.

Lecturer*University of Central Florida**May 2022 – August 2024*

As a full-time *Lecturer*, I design and teach graduate and undergraduate courses in Game Design, Game Production, Game Development, and XR Development in the Games and Interactive Media program in the Nicholson School of Communication and Media. I am Product Manager for 7 desktop games and 6 mobile games each year from concept, to production, to release ([Steam](#), [itch.io](#)). Courses include game design theory, game development labs, project-based learning, and digital media studies. (4/3)

Visiting Lecturer*University of Central Florida**Jan 2021 – May 2022*

Design and teach graduate and undergraduate courses in Game Design, Game Production, Game Development, and XR Development in the Games and Interactive Media program in the Nicholson School of Communication and Media. I am Product Manager for 7 desktop games and 6 mobile games each year from concept, to production, to release ([Steam](#), [itch.io](#)). Courses include game design theory, game development labs, project-based learning, and digital media studies. (4/4)

Assistant Professor*Ithaca College**Aug 2018 – Jan 2021*

Designed and taught courses in writing for Film, Television, and Emerging Media in the Roy H. Park School of Communications. Teach introductory and advanced screenwriting for the feature film and scripted television. Taught emerging media storytelling and production for short form video, virtual reality, podcasting, and game design. Integrated film studies with computer science and strategic communications. Taught courses in Writing For Screen Media, Structuring The Feature Film, New Telecommunications Technologies and Video Game Design. Selected as a fellow for the *Institute on Antiracism and Equity* at the Center for Faculty Excellence, which is an interdisciplinary learning community of faculty leaders creating a space in which to hold difficult dialogues on race. Also completed a fellowship with the *Early Career Excellence Institute*, which is a cross-disciplinary faculty learning community focused on enhancing inclusive teaching and learning, universal course design, and student engagement in the classroom and community. (4/4)

Part-Time Academic Positions

Instructional Design and Online Learning Consultant, Summer Institute, Ithaca College*Summer 2020*

During Ithaca College's transition to online instruction due to the pandemic, worked as a consultant to a consortium of college organizations to build the 'Summer Institute for Faculty' offering instructional design training to improve and adapt courses to online learning. Developed and tested teaching modules for "[Flexible By Design](#)" a faculty course to adapt to online learning. Led group workshops and gave one-to-one assistance for LMS (Sakai, Canvas, Microsoft Teams, Slack, and Google

Classroom.) Collaborated with the Center for Faculty Excellence, Teaching and Learning with Technology, Student Accessibility Services, and the Ithaca College Library. (CFE Directors [Gordon Rowland](#) & [Judith Ross-Bernstein](#))

Adjunct Assistant Professor, Hofstra University, The Lawrence Herbert School of Communication 2013 – 2018 (2/2)

Department of Radio, Television and Film. Developed and taught courses in Foundations of Television and Web Media Writing, Advanced Television Writing – The Sitcom and 1 Hour Drama; consulted with the Department Personnel Committee to modify the curriculum and add courses of study to emphasize TV writing in the Bachelor of Arts track; instructor and advisor for multiple student's independent studies; internship program faculty sponsor; faculty advisor to student club on stand-up comedy; juror for Hofstra Student Film Festival screenwriting contest.

Part-Time Lecturer, The New School, School of Media Studies 2016 – 2018 (1/1)

Developed and taught courses on the introduction to writing for the screen, intermediate and advanced feature film writing, and sitcom writing; consulted with the Dean of the School of Media Studies to redesign the screenwriting certificate program and undergraduate degree programs to integrate television writing and feature film writing tracks.

Additional Teaching Experience

Instructor, Playcrafting NYC 2020 – 2021

Taught the 3-week course [Designing Video Games for Social Impact](#) at [Playcrafting NYC](#). Playcrafting is one of the world's biggest gaming communities with a network of expert developers and video game creators, who host exclusive events and classes, build exclusive games, and host interactive events.

Instructional Support Volunteer, Ready Learner One 2020

Worked as a technical support volunteer during the COVID-19 pandemic as a member of the [Ready Learner One](#) team offering complimentary instructional support for any educator anywhere who has a need. Ready Learner One is a team of instructional designers with a passion for innovation in learning and training practices, experienced in leveraging emergent technologies, distance learning, augmented reality, and virtual reality to increase the effectiveness of training. The approach analyzes learning and performance problems and designs, develops, implements, evaluates, and manages instructional processes and resources to improve performance in educational institutions and the workplace. (Chief Learning Officer, [Jesse Lubinsky](#))

Executive Director & Head Instructor, NYC Screenwriters Collective (NYCSC) 2007 – 2015

Designed curriculum and taught more than 150 instructor-led screenwriting workshops on Feature Film Script Analysis, TV Script Analysis, and Feature Film Genre Analysis for thriller, comedy, and horror; designed and developed a custom script development program and workshop methodology; designed training materials and led training sessions for instructors of our collaborative screenwriting workshops.

Graduate & Undergraduate Courses Taught

Games & Emerging Media

- ❖ Capstone Design (Grad)
- ❖ Capstone Development (Grad)
- ❖ Game Development Processes (Grad)
- ❖ Game Development for Programmers (Grad)
- ❖ Gameplay and Prototyping (Grad)
- ❖ Capstone Design (Grad)
- ❖ Capstone Development (Grad)
- ❖ Game Design & Development I
- ❖ Game Design & Development II
- ❖ Game Development and Algorithmic Problem Solving
- ❖ Game Design Workshop I & II (UG Capstone)
- ❖ IGM Production Studio (Grad)
- ❖ Game Production
- ❖ Casual Game Production
- ❖ Computers as a Medium (Intro to Game Engines)
- ❖ Intermediate Game Development (Games Programming in C#)
- ❖ Designing Video Games for Social Impact
- ❖ New Telecommunications Technologies (VR, AI, Game Design, Podcasting)

Film, Television, & Screenwriting

- ❖ Introduction to Writing for the Screen
- ❖ Writing for Screen Media
- ❖ Foundations of Television and Web Media Writing
- ❖ Script Analysis
- ❖ Structuring the Feature Film
- ❖ Screenwriting 2: Writing the Screenplay
- ❖ Sitcom Writing 2: Writing A Full Script
- ❖ Screenwriting 3: Rewrite and Polish

- ❖ Media & Human Behavior - Senior Seminar
- ❖ Writing and Producing the Serial Web Series (IS)
- ❖ Advanced Television Writing: The Sitcom
- ❖ Advanced Television Writing: The 1 Hour Drama
- ❖ Trailblazers & Diversity-Television Shows & Showrunners
- ❖ The West Wing vs. The Real Thing - Honors Seminar
- ❖ Writing the Late Night Comedy Writers Packet (IS)
- ❖ Writing the Semi-Scripted Television Comedy (IS)
- ❖ Writing an Original Drama Series Pilot (IS)

LINK: [Student Work Examples](#)

LINK: [Full Course Descriptions](#)

Honors, Awards, Grants, Certifications and Professional Development

Crafting an AI Course Syllabus Policy — Professional Development (RIT) | 2024

Attended an RIT seminar focused on building practical AI-use language for course syllabi. Documented RIT's evolving guidance on AI in teaching and learning. Translated the webinar takeaways into course-specific AI policies tailored to each class's learning outcomes and assessment needs, clarifying permitted uses, disclosure expectations, and boundaries for generative tools. Implemented these policies across my courses to support consistent student expectations and reduce ambiguity around acceptable AI-assisted work.

2023-2024 Unity Workforce Grant Recipient for Cultivating Diversity in Games and Interactive Media

In 2023, I was honored to receive the Unity Workforce Grant (\$150,000), a collaborative initiative by Unity Social Impact and Jobs For the Future, backed by a fund from the Unity Charitable Fund and Tides Foundation. This prestigious grant was awarded to support the Games and Interactive Media (GaIM) program at the Nicholson School of Communication and Media to foster the next generation of diverse professionals in gaming, XR, and the metaverse. The project, supported over two years, focuses on expanding our program's curriculum and infrastructure, enabling us to introduce advanced VR/AR and metaverse education. Our goal is to empower our diverse student body and the Central Florida community with cutting-edge skills, ensuring they are well-equipped for emerging careers in digital media and interactive technologies. *Summer 2024*: Organized and led a 1-week VR Summer Camp for 30 local high school students in Orlando as program administrator and instructor (100 hours).([Press Release](#))

2023, 2024, 2025 - Judge - Games For Change Festival

I served as a judge for the Games for Change Festival, an annual event that convenes social innovators and changemakers to explore the transformative potential of games and immersive media. As a judge, I evaluated submissions that harnessed gaming for social impact, contributing to the selection of works that inspire and drive real-world change. This role allowed me to engage with innovative projects at the intersection of technology and social good, reflecting my commitment to leveraging interactive media for positive societal outcomes.

2024, 2025 - Judge - Serious Play Conference

I served as a judge for the Serious Play Conference, held from August 12–14 at the University of Toronto, Mississauga. This annual conference brings together experts to explore how play, games, and gamification are transforming education and training. As a judge, I evaluated innovative projects that leverage game-based learning and simulations across various sectors. This experience deepened my understanding of the practical applications of serious games and reinforced my commitment to integrating gameful approaches in educational contexts.

2023 Third Rail Projects - Writing for Immersive Theater and Experiential Performance

Completed this master class delving deep into strategies and tools for immersive scene writing and audience-centric performance. This intensive series honed my skills in scripting and conceptualizing immersive experiences, emphasizing audience engagement and interactive storytelling. The course culminated in the development of unique, immersive narrative works, significantly enhancing my expertise and creative approach in the realm of experiential design and performance writing. Instructor [Zach Morris](#).

2022 Conference Presenter - EA Get In The Game - “[Preparing for an Undergraduate Game Design Degree Program](#)”

Get in the Game is a coding camp for Orlando area high school girls and non-binary students to prepare them for STEAM majors as they apply for undergraduate education. I presented on preparing for a STEAM degree, as well as specifically a game design program such as the Digital Media B.A. at UCF. The Sponsored by Electronic Arts.

2020 Conference Presenter - AI Tech Summit 2020 - “[AI Assist for the Independent Artist](#)”

The annual summit is a global event featuring AI tech investors, entrepreneurs and influencers coming together to address the world’s greatest challenges via AI technology. The summit serves to teach fundamentals of AI technology, leading applications of AI, and startup development strategies via exclusive workshop sessions with award winning experts. Hosted by the Global Startup Ecosystem (GSE) the first international digital accelerator and one of one of the world’s largest digital ecosystem development platforms. GSE brings together both private and public stakeholders to address humanity’s greatest challenges with exponential technologies and entrepreneurship. ([Organization](#)) ([Presentation](#))

2020 Digital Festival Coordinator - Sound Side Film Festival

A short film festival including multimedia experiences celebrating the ecosystem of the North Fork of Long Island, NY at a time when public screenings have come to a halt. A pandemic safe, socially distanced, drive-in event. In coordination with [Community Action Southold Town](#) (CAST), Wild Jelly, and [Tribeca Film Institute Sloan](#). Executive Directors Zoe Fler and Alley Leinweber. ([Organization](#), [Insta](#))

2020 Fellow, Institute on Antiracism and Equity, Center for Faculty Excellence, Ithaca College

Selected as a fellow for the *Institute on Antiracism and Equity*. We studied how to address issues of racism in pedagogy, curriculum, and campus culture. The Institute was an interdisciplinary learning community of faculty leaders creating a space in which to hold difficult dialogues on race. Fellows co-design learning experiences— dialogues, readings, guest facilitators, workshops— then develop action plans to bring them to their departments and schools. The Institute built on work done at Ithaca College and in the Central New York community to improve diversity, inclusion, and equity.

2020 Juror - Silents Roar! Film Festival 2020, Wharton Studio Museum, Ithaca, NY.

Founder Fiona Okumu and Executive Director Diana Riesman. ([News Article](#))

2019 Sundance Institute Episodic Lab - Finalist

Original drama series pilot, *Man of the People*, a limited television series.

2019 How Games Tell Stories with Nick Fortugno, Sundance Co//ab

Completed this master class that explored the narrative possibilities of games. It delved into how game mechanics serve as storytelling tools, enriching narratives across various media. Participants engaged in critical analysis of popular games' storytelling techniques and participated in exercises revealing the profound link between game mechanics, aesthetics, and stories. This class was an insightful journey into the art of interactive storytelling, focusing on the synthesis of traditional narrative techniques and innovative game design. Instructor [Nick Fortugno](#).

2019 Fellow, Early Career Excellence Institute, Center for Faculty Excellence, Ithaca College

Selected as a fellow for the *Early Career Excellence Institute (ECEI)*, a cross-disciplinary faculty learning community, and a grant award. Focused on enhancing inclusive teaching, learning and student engagement in the classroom and community; and engaged faculty to implement inclusive course design strategies, educational/adaptive technology, and peer-reviewed success analysis of courses.

2019 James B. Pendleton Research Grant

Awarded a 2019 research and production grant for immersive storytelling research and production with a focus on immersive theater and virtual reality cinema.

2019 Juror - Hip Hop Film Festival 2019, Act Up! Screenwriter's Showcase, Harlem Film House, Harlem, NY

Executive Director C.R. Capers, Marketing Coordinator Jamila Outlar. ([Interview Video](#))

2019 External Reviewer, Ohio University, Presidential Research Scholars Program

Invited to review scholarly, technical, and artistic merit of applicant's body of research and creative works in the areas of film studies and emerging media.

2019 Juror - Silents Roar! Film Festival 2019, Wharton Studio Museum, Ithaca, NY

Founder Fiona Okumu and Executive Director Diana Riesman. ([News Article](#))

2018 Presenter - Ball State University - Center for Emerging Media Design & Development

"Structuring Cross-platform Narratives with Linear & Non-Linear Storytelling." ([Presentation](#)), faculty sponsors [Dr. Jennifer Palilonis](#), [Dr. Kevin Moloney](#).

2018 Third Rail Projects - Directing for Immersive Theater and Experiential Performance

Completed this master class in Directing for Immersive Theater and Experiential Performance: A comprehensive study of directing immersive performances, focusing on group dynamics and enhancing sensory experiences. Instructor [Jennine Willett](#) - aka Directing the Sensory Experience, the Nervous System & Perception.

2017 Creating Virtual Reality in Unity, Playcrafting NYC

Completed this 8 week intensive Master Class from Playcrafting providing a comprehensive, hands-on experience in Virtual Reality development. I explored various VR platforms and technologies, designed VR games tailored to these platforms, and built four distinct game projects using VR headsets. The curriculum began with VR design principles and Unity 3D engine basics, moving on to more advanced topics such as creating immersive environments and interactive game design, culminating in a capstone project. Instructor [Andrew Garrahan](#).

2016 Juror and Moderator - Greenwich International Film Festival

Founders & Executive Director Carina Crain, Colleen deVeer, and Wendy Stapleton. ([News Article](#))

Professional Game Design & Filmmaking

Stoker & Wilde — Creator / Co-Author / Transmedia Producer | 2024–2025

STOKER & WILDE shipped publicly in Fall 2025 as a transmedia release across [Amazon](#) (ebook, paperback) and [Spotify](#) (audiobook). Created AI-assisted illustration and marketing assets, and produced AI narration via ElevenLabs for the audiobook. Built a coordinated narrative universe spanning published prose, audio, visual assets, and interactive prototypes, demonstrating applied research in AI-enabled storytelling, transmedia production workflows, and contemporary digital distribution. Maintained a 4.8-star average rating from readers and listeners.

Lead Game Designer (Consulting) – “Break The Vape” (Video Game)

Rochester, NY

Mobile Game, Summer 2025 Release on iOS, Android, 4 month production, 7 person team

MAGIC Spell Studios

May 2025 - Sept 2025

As Lead Game Designer at [MAGIC Spell Studios](#) on BREAK THE VAPE, I advised creative and technical leads and mentored the student development team, refining the serious-game design for Break the Vape. Developed with University of Rochester researchers, this mobile application targets adolescents and teens struggling with vaping addiction. The game fuses evidence-based mechanics that disrupt nicotine cravings, teaches the psychological and physiological harms of vaping, and collects gameplay telemetry to advance research and improve treatment outcomes. ([Demo Video](#)) ([Project Documentation](#))

Producer, Creative Director – “Wellness Hero” (Video Game)

Orlando, FL

Mobile Game, Fall 2025 Release on iOS and Android

Ensemble Interactive

January 2024 - Present

WELLNESS HERO is a video game for social impact that simulates depression, teaches coping skills, destigmatizes mental health challenges, and spreads awareness. The casual emotional energy management game transforms the CBT & MBSR based “Spoon Theory” concept into a gamified psychoeducation experience. The final game will include in-game interactive calls to action for advocacy, donation, and crisis support through mental health non-profit partners. Designed for mobile iOS and Android platforms on the Unity game engine. ([Production Blog](#))

Virtual Reality Director, Screenwriter, Project Lead – “FairyTale VR” (VR Experience)

Brooklyn, NY

As Virtual Reality Director on FAIRYTALE VR I led a multi-disciplinary team of filmmakers, animators, texture artists, 3D modelers, riggers and software developers to conceptualize, prototype, playtest, and design a virtual reality experience for Oculus Quest & Rift, and HTC Vive. (See [FairyTale VR Website](#), [FairyTale VR Design Document](#)).

Malt Maker Media

April 2018 - May 2019

Logline: A series of classic fairy tales retold in an interactive VR experience and re-imagined to reflect the diversity and multiculturalism of modern families.

Story Editor – “Two Roads” (Original TV Pilot)

New York, NY (Creators, Vanessa King and Miranda Sajdak; Director, Ashton Avila)

Story Editor on the 2018 television drama series [“Two Roads”](#) from Sony Interactive Entertainment. “Two Roads” tells the story of a mother with a mysterious past adjusting her seemingly normal family to a new life in a small town that witness protection has chosen for them.

Sony Interactive Entertainment

Logline: A family in witness protection struggles to fit in with their new surroundings, while the dark secret they keep makes their once-ordinary life anything but.

Virtual Reality Co-Director, Screenwriter – “Mission To India VR” (VR Documentary)

New York, NY (In partnership with [The Moth](#) & [Kokowa Inc.](#))

As Virtual Reality Co-Director led a team of animators, texture artists, 3D modelers, riggers and software developers to conceptualize, prototype, playtest, and design a virtual reality environment and interactive experience using: Unity Game Engine (scripting in C#), Blender, and Adobe Creative Suite for Oculus Quest & Rift, and HTC Vive. As screenwriter, he adapted the short story originally written by Dr. George Lombardi. (See [Mission To India VR Website](#), Read [Project Outline](#) password: “**dnmti**”)

Logline: A young doctor embarks upon a dreamlike journey to perform a medical miracle upon an international icon. His life-or-death mission raises the question: How do science and spirituality coexist?

Screenwriter – “Eros Bureau” (Original TV Series)

Los Angeles, CA (Director, Peter Hewitt BAFTA, DGA, WGA; Showrunner David N. Titcher WGA)

In Development

Co-writer of pilot and series bible for the original one hour drama series “Eros Bureau” based on a concept by Director Peter Hewitt (*Bill & Ted’s Bogus Journey, Garfield*) and Producer Jordan Finnegan (*Best Man Holiday*). In active development with Showrunner Producer David N. Titcher (*The Librarians, Houdini & Doyle*) at Agency for Performing Arts (APA).

Series Logline: A love-jaded math genius is recruited by a spy mistress into a clandestine organization whose sole purpose is the business of love. Mentored by a mysterious billionaire he becomes a member of the elite ‘Soul Mates Division’ whose mission is to overcome all enemies and obstacles for one goal: to help people fall in love. (Action/Adventure Romance).

Screenwriter – “At Wit’s End” (Original TV Series, In Development)

NYC Media, AAFL

New York, NY

Co-creator and Screenwriter of the original ½ Hour Comedy series in active development with the Asian American Film Lab for production and distribution through NYC Media, the official TV network and media production entity of New York City.

Series Logline: A tortured comic channels his family tragedy into material while struggling to succeed in the minor leagues of the stand-up comedy world in downtown New York City. (Comedy)

Screenwriter – “Den of Thieves” (Feature Film Script)

In Development

New York, NY / London, UK

Co-writer of original feature length Crime/Supernatural Thriller script “Den of Thieves” written on spec.

Logline: When two rival gangs pull off separate heists on the same day, they must overcome their differences while laying low in the same safe house, until they realize the house itself may be a bigger danger than the thieves inside it.

(Crime/Supernatural Thriller)

Screenwriter – “Ernie Cobb” (Feature Film Script, Re-write)

Parkway Productions Inc.

Los Angeles, CA (Director Penny Marshall, DGA, PGA)

Executed full re-write and polish on the feature length biopic “Ernie Cobb” for Parkway Productions, the production company of award winning Producer/Director Penny Marshall (*A League of Their Own, Big, Riding In Cars With Boys*). Supervised by Creative Executive Chris Drummond (*Single Hills*).

Logline: The true story of the 1978 Boston College NCAA point shaving scandal that cost one innocent player his NBA career. (Sports Drama)

Information Technology Professional Experience

Research Analyst, IT Manager, & Network Architect

1998– 2012

13 years working in information technology as a Network Architect, IT Manager, and Research Analyst for both startup and Fortune 500 companies including Deutsche Bank, TD Waterhouse, Dell EMC, and Gartner Research.

- **Technology Research** - Wrote competitive analysis research for server hardware performance analysis and network architecture at [Gartner Research](#), the world's No. 1 technology research firm.
- **Network Engineering** - Ran a Linux research laboratory for testing big data analytics and high frequency trading technologies at [Oktay Technology](#). Storage Area Networks solutions architect at [DellEMC](#).
- **System Administration** - Systems architect for several Fortune 500 companies specializing in systems administration, network design, and systems programming at Deutsche Bank, TD Waterhouse, and Citigroup.

- **Programming Languages:** C, C++, C#, Perl, Unix Shell, AppleScript
- **Dell/EMC Proven Professional Certified Specialist** - Implementation Engineer in Business Continuity and Disaster Recovery.

Expert Witness & Litigation Support Experience

2022 – 2023 | Expert Witness – Game Design, Interactive Media & VR Caption-Accessibility Litigation

Retained by Eisenberg & Baum, LLP as lead technical expert for plaintiff Dylan Panarra in Panarra v. HTC Corp. (No. 6:20-cv-06991, W.D.N.Y.), the first U.S. ADA action challenging the absence of captions across HTC’s Viveport Infinity VR marketplace. I led a two-person research team that audited platform architecture, developer policies, and 30+ flagship VR titles against FCC caption rules, WCAG 2.1-AA, and the W3C XR Accessibility User Requirements, while benchmarking caption practices on Netflix, Apple TV, Amazon Prime Video, Xbox, PlayStation, and Meta Quest to establish technical feasibility and industry precedent. I produced a 25-page expert report and coached counsel through direct and cross-examination rehearsals. Beyond case work, our findings were shared (under Rule 26 disclosure) with XR-standards bodies to inform emerging global policy on immersive-media accessibility. The matter settled on 4 April 2023 on confidential yet favorable terms that require HTC to publish caption-support guidelines for future titles. A landmark win for public-interest advocacy and inclusive design in commercial VR platforms.

Service & Co-Curricular Engagement Projects

IGM Competition Coordinator – 2024–2026 I serve as Competitions Coordinator for IGM programs, supporting both a wide student-facing outreach effort and a targeted, faculty-assisted competition pipeline. Including student team meetings, classroom visits, multiple faculty and staff coordination sessions, maintenance of three core competition resources, email blasts, and support for faculty assisted submissions as well as pipeline development.

IGM Graduate Curriculum Committee – Summer & Fall 2025 – As a member of the graduate curriculum committee we met in the late summer and fall semester to organize curriculum, future capstone events, and logistics to manage the growing graduate cohort.

Graduate Program Cohort Tour — The Strong National Museum of Play (Rochester, NY) | 2024 Assisted in orienting the incoming graduate cohort through a guided visit to The Strong National Museum of Play with Stephen Jacobs and Chris Egert. The visit leveraged a key Rochester cultural partner whose collections and exhibitions intersect with RIT’s games, interactive media, and experiential learning work, including ongoing student and faculty collaborations with the museum. Documented prototype artifacts and exhibit examples for integration into course lectures, assignments, and critique frameworks in IGM curricula.

MAGIC Makers Review Committee – Fall 2025 – I served on the MAGIC Makers Review Committee, beginning with an onboarding meetings with David Long and Aaron Neiboer. I conducted independent reviews of project submissions for the Fall 2025 cohort of Makers submissions and participated in committee deliberations to evaluate proposals, assess feasibility and fit, and determine budget allocations for six selected projects. This work contributed directly to funding decisions and cohort composition for the MAGIC.

Rankings Applications Working Group – Fall 2025 – I worked as an internal reviewer for RIT’s Princeton Review Game Design and Animation Career Review submissions. I provided structured written feedback and margin-level edits addressing structural issues and program positioning, drawing on prior experience authoring Princeton Review submissions for undergraduate and graduate programs. This work included strategic guidance on framing program strengths, aligning

undergraduate and graduate narratives, and emphasizing ecosystem and outcomes, and was conducted as part of the shared working group that also oversees Animation Career Review submissions.

Brick City Weekend – Fall 2025 – I co-organized the IGM presence for Brick City Weekend with David Sanchez. This included planning and organizing program representation and supporting student and project visibility as part of RIT’s major alumni and community engagement event. Brick City Weekend planning + execution trail: planning meeting, check-in, mandatory showcase meeting, week-of meeting, showcase day + setup.

Call for Game Talent 2025 – I coordinated with MAGIC Spell Studios to support the Call for Game Talent event, required capstone students to attend as part of their professional development, and assisted students in preparing presentation decks, templates, and QR codes. I attended the event with David Sanchez, supported on-site logistics, and assisted with technical execution during the event, including managing slide progression and presentation flow.

2022 to 2024 - Undergraduate Program Coordinator, Games and Interactive Media, University of Central Florida. As the second-ranking leader in the department and Undergraduate Program Coordinator, I effectively manage all administrative aspects of the Digital Media B.A. degree program, both specializations in Game Design and Web & Social Platforms, which had 1210 students in 2023. My responsibilities encompass overseeing curriculum development, student advising, degree accreditation & assessment, and admissions and transfer policy. **I chair the Undergraduate Committee**, coordinating with faculty and staff to address these matters. My contributions have significantly enhanced the educational experience of our students and have been pivotal in elevating the UCF Games and Interactive Media program to a position of national leadership in technological education. Additionally, I lead the research and authoring of our annual **application to The Princeton Review Top Game Design Schools**. During my three-years leading this project, our program's international ranking has risen from #14 to #13, #13 to #6, and in 2024 from #6 to #5.

2022 Faculty Mentor - Games For Change CCIJ Cross Cultural Impact Jam. I represented UCF at an inter-collegiate Cross Cultural Impact Game Jam and Workshop. I spent 1 week as a Faculty mentor to all student teams. Five universities were represented from around the world. 10 of our own UCF students participated in 7 game projects and won 4 awards. Sponsored by Unity and Games for Change.

2020 Panelist, Media Analyst, 2020 Presidential Debate Coverage, Park Center for Independent Media: Panelist, commentator, media analyst for livestream coverage of the 2020 Presidential & Vice Presidential Debates. Sponsored by Ithaca College’s Department of Communication Studies, [Project Look Sharp](#), and the Park Center for Independent Media. ([Article](#), Director [Scott Thomson](#))

2018-2020 Emerging Media Faculty Coordinator, Instructional Media Lab: Worked with [IC Immersive](#) in the Ithaca College [Instructional Media Lab](#) to incorporate virtual reality and augmented reality experiences into my media studies course, *New Telecommunications Technologies*. Our study of disruptive technologies in communications was deepened by exposing students to the newest in immersive, interactive, and storytelling technologies. (IC Immersive Directors [Becky Lane](#) & [Marilyn Dispensa](#))

2018-2020 Volunteer Proctor, Student Accessibility Services (SAS): Volunteer each semester to support students with accommodations during final exam week at Ithaca College. Act as a reader or scribe, administer exams, monitor students, clarify instructions, and collect completed exams. Received [adaptive technology training](#) in Livescribe & Echo Desktop and Sonocent Audio Notetaker.

2016-2017 New Media Faculty Coordinator, X-Reality Center: Worked with The New School [XReality Center](#) to incorporate narrative and documentary virtual reality experiences into the traditional *Script Analysis* course. Our study of the craft of screenwriting and script analysis was deepened by exposing students to the newest kinds of stories and cutting-edge storytelling media. (XReality Center Director [Maya Georgieva](#))

2015 Teaching Assistant, Production I Workshop: Professor Sarah Cawley, Production I Workshop, Feirstein Graduate School of Cinema, 2015. Built cameras, lighting packages, sound equipment, calibrated LUTs and organized media as digital intermediate technician (DIT).

2015 Founder, Treasurer of Feirstein Student Organization (FSO): Helped found and served as an officer for the first student government at Feirstein Graduate School of Cinema at Brooklyn College.

2014 Co-Teacher, Honors Seminar, “The West Wing vs. The Real Thing”: Analyzed the legislative goals of the fictional Bartlet presidential administration compared to those of true life presidential administrations in the present and last three decades. Collaborated with Hofstra’s [Center for Civic Engagement](#) as well as the [Kalikow Center for the Study of the American Presidency](#) to trace presidential domestic and foreign policy issues, presidential responsibilities and norms, compare them to their portrayal on the award winning TV series, and to culminate the course with a series of activism projects inspired by student’s personal experience with exclusion and inequity. (Collaborators [Dr. Meena Bose](#) & [Prof. Aashish Kumar](#))

2014 Co-Teacher, Advanced Television Writing: The Sitcom: Curriculum integration of student’s writing assignments from my *Advanced Television Writing: The Sitcom* course for production projects for a companion *Television Directing* course. Co-taught on bridging the writing and directing processes to prepare a script for production while preserving its essence and evolving the story for camera. (Co-teacher, [Prof. Randal Hillebrand](#))

2013 - 2017 Guest Faculty Advisor, Thursday Nite Live: Advised the student run club *Thursday Nite Live* (TNL), counseled student producers and advised our student writers, directors, and performers on the comedy writing process. Strict professional standards are enforced on every live TNL show to demonstrate how to build skill sets, morale, and confidence. (Senior Faculty Advisor, [Dr. Peter Gershon](#))

2013 Juror, Hofstra Student Film Festival: Served as faculty juror in Hofstra’s capstone screenwriting competition.

Conferences, Presentations, Festivals

- ❖ *Preparing for an Undergraduate Game Design Degree Program* - EA Get In The Game 2022 ([Presentation](#))
- ❖ *AI Assist for the Independent Artist* - AI Tech Summit 2020 ([Presentation](#))
- ❖ *Structuring Cross-platform Narratives with Linear & Non-Linear Storytelling* - Ball State University ([Presentation](#))
- ❖ *The 7th Sense: New Storytelling Tools in VR Cinema* - SxSW Presentation Proposal ([Video](#))
- ❖ Story Expo 2020 New York - Conference Presenter for 4 sessions ([LINK](#))
- ❖ Sound Side Film Festival 2020 - Digital Festival Coordinator - ([LINK](#))
- ❖ Hip Hop Film Festival 2019, Act Up! Screenwriter’s Showcase: Interview ([Video 1](#)), Workshop ([Video 2](#))
- ❖ NYC Screenwriters Collective Promo ([Video](#))
- ❖ Moderator – Eventsy Panel, *The Slow Painful Death of Storytelling* ([Video](#))
- ❖ Keynote Speaker – Adorama Speaker Series, The Collective Method

Podcasts & Press Clippings

- ❖ [The Script Podcast](#) - Screenwriting Craft Podcast
- ❖ [My Cinema Life](#) - Documentary Podcast
- ❖ [“The Multifaceted David Negrin”](#) - Nicholson School, Faculty Spotlight
- ❖ [“Keeping It Reel”](#) by Jamilah Simmons - Brooklyn College Magazine, Vol. 8, No. 1
- ❖ [“Villains Reign: Why the Bad Guys Are Getting All the Glory”](#) - The Pop Insider
- ❖ [“Sophomore creates youth silent film festival”](#) - The Ithacan
- ❖ [“Greenwich Film Festival welcomes John Turturro”](#) - Greenwich Times
- ❖ [“GIFF 2016 Jury Announces Winners”](#) - GIFF

Advising

Faculty Advisor: to Park School [Innovation Lab](#) at Ithaca College. Coordinate and advise students on Virtual Reality & 360 Video projects, oversee equipment use, demos, and day-to-day project feedback. Collaborate with [IC Immersive](#) in the [Instructional Media Lab](#) to provide new media production services as well as tech support for core instructional tools. (Innovation Lab Director [Edd Schneider](#))

Internship Faculty Advisor: *Hofstra RTVF Internship Program* - Advised students before and during their Internship Placement and maintained ongoing communication with site managers; supported and built connections with production companies in the world of cable television and late night comedy. (Internship Coordinator [Douglas Morrow](#))

Faculty Advisor: to *Ithaca College Film Score Collective*, a student club focused on film score composition, performance, and fostering collaboration between the musicians in the School of Music and filmmakers in the Park School of Communications.

Faculty Advisor: to *HaHa Hofstra*, a student club focused on stand-up comedy performance, integrated events with the course *Advanced Television Writing: The Sitcom*.

Coordinator: for *SP/T*, a student club dedicated to spoken word and dramatic slam poetry, integrated events with the course *Advanced Television Writing: The 1 Hour Drama*.

Independent Study Advisor: Independent TV writing projects including *Writing the Late Night Comedy Writer's Packet*, *Writing the Semi-Scripted Television Comedy Series*, and *Writing and Producing the Serial Web Series*.

Professional Theater Productions

Playwright, Producer – “Revolution Song” (Musical, Stage Play, Book)

Arcade44.tv

New York, NY (Dir. Fataah Dihaan)

Co-writer of the stage play and book for “*Revolution Song*,” an independent theater project that has been through several staged readings and workshopped into a musical as a private project of the [Arcade44](#) channelzine.

Story: When terrorism leads to a nationwide art ban, America is left without music for 20 years, radicalizing the youth culture and giving birth to a new civil rights movement whose tenets are: dance resistance, spray paint freedom, and sing out justice!

Playwright – “Onward To The Edge” (Musical, Book & Lyrics)

Symphony of Science

New York, NY

Developed the musical, wrote book and lyrics for “Onward To The Edge” in collaboration with composer John Boswell for Symphony of Science based on the lectures and books of Neil Degrasse Tyson.

Story: The son of an astronaut must learn the importance of scientific discovery and space exploration after his father is killed in a space shuttle disaster.

Playwright, Director – “Theft Of Imagination” (Stage Play)

The Players Theater

New York, NY

“Theft Of Imagination” enjoyed an acclaimed four-week Off Broadway run at The Players Theater in Greenwich Village. It was produced by Are The Fish Happy? Theater as part of the “Peace On War Theatrical Forum”.

Story: Two young boys from opposing cultures are chosen as ambassadors to broker a peace between their warring nations. It explores the role of paternal and fraternal relationships in perpetuating cyclical violence culture; fictionalizing intricacies of diplomatic negotiation and elements from the Israeli/Palestinian, Northern Ireland, and Rwandan conflicts.

Arts Non-Profit Experience

Executive Director, Head Instructor

NYC Screenwriters Collective

2007 – 2015

New York, NY

www.ScreenwritersCollective.org/

Founder and Executive Director – The NYC Screenwriters Collective is the largest non-profit screenwriting workshop in New York City with more than 3,500 members. The mission of the NYCSC is to teach the craft of screenwriting and to propel our members to success in the business of writing for film and television. NYC Screenwriters Collective (NYCSC) specializes in script analysis workshops, film and screenwriting special events, and enabling networking opportunities for New York area pre-professional and working screenwriters. Strategic responsibilities included defining the organization’s mission, hiring staff, and interfacing with the Board of Directors. Day-to-day responsibilities included scheduling workshops, guest lecturers, screenings, panels, cross promotions. Established partnerships with Tribeca Film Festival, Independent Filmmaker Project (IFP), New York Women in Film & Television (NYWIFT), and the Asian American Film Lab (AAFL).

Head Instructor – Designed curricula and taught more than 150 screenwriting workshops, developed custom script development process, trained instructors in script development, trained interns in script coverage. The custom script development process combines the academic workshop, instructor-led Socratic discussion, studio development practices, and a collaborative “writers room” engine for a unique script analysis approach that is creatively supportive and industry aware.

Producer, Host [“The Script” Podcast](#) – Official podcast of the NYCSC delivers the deepest story analysis anywhere on the internet from our best screenwriters and instructors. Thoughtful and entertaining discussion on the latest films, cutting edge screenplays, and current events in film and television from a screenwriter’s perspective. (1.6M downloads to date.)

Community Service

Patient and Family Advisor Volunteer – Memorial Sloan Kettering Cancer Center

2016 – Present

New York, NY

Memorial Sloan Kettering offers patients in active treatment as well as their family members the chance to speak with former patients and caregivers through the Patient-to-Patient Support Program. Patient and family advisors are members of the Memorial Sloan Kettering community who are committed to representing the patient and family experience; and also represent the patient and family perspective on many committees, including Patient Safety, Ethics, and Patient and Caregiver Education, and participate in focus groups to discuss new hospital initiatives.

Alumni Volunteer – “Project Accepted: Bronx Science”

2016 – Present

Bronx, NY

Project Accepted is an annual program where students meet with [Bronx High School of Science](#) alumni for personalized help on how to prepare, practice and finesse their interview skills, develop their personal brand and hone their strategy for applying to college.