SIMON WISCOMBE

wiscombe@gmail.com simonwiscombe.com @simonium

EDUCATION

University of Southern California 2013 MFA in Interactive Media Design 2009 University of California, Los Angeles BS in Aerospace Engineering

THESIS

MFA in Interactive Media Design

Paper Project Players Play: Extending the Lexicon of Games and (a game for) Two Designing for Player Interactivity A two-player game about relational development

WORK EXPERIENCE

Founder and Creative Director 2015 -Western Territory. Oakland, CA. Current Freelance Designer and Consultant 2011 -Game, Interaction, and Experience Design. Current Game Master / Researcher / Instructor July 2013 -USC School of Cinematic Arts. Los Angeles, CA. July 2014 Researcher and Runner of Reality Ends Here.

Research Assistant / Designer

August 2011 -Game Innovation Lab at USC. Los Angeles, CA. August 2012 Designed college literacy games for middle, high school students.

Research Assistant / Designer

May 2011 -Mobile and Environmental Media Lab at USC. Los Angeles, CA. August 2011 Develop visual and interaction design for locative, in-car experience.

Director of Education

March 2010 -The Improv Space. Los Angeles, CA. September 2012 Organized and oversaw all instructional courses offered.

Website and Graphic Designer

March 2009 -Design and Media Arts Department, UCLA. Los Angeles, CA. June 2009 Created web sites and graphic designs.

SIMON WISCOMBE - CV 2

Northrop Grumman Space Technologies

Intern in Integrated Systems Engineering

Developed processing architecture for a satellite-based alert system.

June 2007 -September 2007

Intern, Product Engineering

Advanced Analogic Technologies, Inc. Sunnyvale, CA.

Tested and delivered microchips for production, sales, and samples.

June 2006 -September 2006

SELECT PROJECTS

TY SEGALL'S MANIPULATOR

A web-based interactive music video for Ty Segall's Manipulator. Featured in the NY Times, Rolling Stone, Fast Company Design, Pitchfork, and more.

CHRONOCARDS

Two card games (in one box, on one deck of cards) to teach the causes of WWI. Developed in partnership with Microsoft Research, the Game Innovation Lab @ USC.

(A GAME FOR) TWO

A Two-Player Game about Partnerships and Relationships, My MFA Thesis Exhibited at Museum of Contemporary Art, Los Angeles.

DR.SCRIBB'S FANTASTICAL CARD COMBINATORIUM

Writing-Based Card Game
Exhibited and Played at The Hammer Museum, 826LA

REALITY ENDS HERE

Community Driven Creative Prompt Card Game IndieCade Impact Award, 2012 Exhibited at Indiecade 2011 and 2012, DIY Days LA 2011

THREE GENERATIONS

A Board Game about the California Eugenics Movement Exhibited at DIY Days LA 2011 SIMON WISCOMBE - CV 3

HONORS AND AWARDS

Impact Award, IndieCade International Festival of Independent Games	2012
USC Interactive Media Scholar	2012 - 2013
IGDA SxSW Interactive Scholar	2012
USC Annenberg Graduate Fellowship	2010 - 2012

TALKS AND PANELS

"A Clickable Feast: Pursuing the Modern Music Video". Presentation. *SxSW Interactive*. Austin, TX. 15 Mar 2015.

"The Interaction Framework: Games as Interactive Experiences". Presentation. iDMAa Conference. Laguna Beach, CA. 8 Nov 2013.

"(Re)conquering Space: A Reality Game Workshop". Workshop. *DiGRA 2013*. Atlanta, GA. 28 Aug 2013.

"A Reality Game to Cross Disciplines: Fostering Networks and Collaboration". Presentation. *DiGRA* 2013. Atlanta, GA. 27 Aug 2013.

"Reality Ends Here: Transforming Media Learning in Higher Education". Presentation. *National Association for Media Literacy in Education Conference*. Torrance, CA. 12 Jul 2013.

"Reality Ends Here: A USC Cinema School Project Game". USC Annenberg Graduate Fellowship Research and Creative Project Symposium. Presentation. Los Angeles, CA. 11 Apr 2012.

"Reality Ends Here: A USC Cinema School Project Game". Presentation. MENSA Regional Something. Woodland Hills, CA. 18 Mar 2012.

"Three Generations: A Board Game About the Eugenics Movement". Presentation. *Games 4 Change 2011*. New York, NY. 21 Jun 2011.

"Three Generations: A Board Game about the Eugenics Movement". Presentation. USC *Annenberg Graduate Fellowship Program Research and Creative Project Symposium 2011*. Los Angeles, CA. 5 Apr 2011.

TEACHING EXPERIENCE

ARG Practicum: Designing Reality Ends Here (Undergraduate) Interactive Media Division, USC School of Cinematic Arts.

Spring 2014

Design for Interactive Media (Graduate)

Interactive Media Division, USC School of Cinematic Arts.

Fall 2013

SIMON WISCOMBE - CV 4

"Reality Ends Here" (Undergraduate)

Game Runner and Instructor

Media arts theory-practice program for incoming undergraduates.

USC School of Cinematic Arts.

ARG Practicum: Designing Reality Ends Here (Undergraduate)

(Student Assistant) Spring 2013

2011 - 2013

Interactive Media Division, USC School of Cinematic Arts.

Design for Interactive Media (Graduate)

(Student Assistant) Fall 2013

Interactive Media Division, USC School of Cinematic Arts.