

# Devin Monnens

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[www.deserthat.com](http://www.deserthat.com)

## Employment

Associate Course Director, Game Design Online      Full Sail University, Winter Park, FL  
2012 - 2014

- Taught online and course revision using proprietary course management and grading software.
- Communicated with students through online lectures (GoToTraining), e-mail, and IM.

Contract Translator      Mindware, LLC, Tokyo, JP  
2011 - Present

- Translate game text, press releases, game pitches, and website from Japanese to English.
- Games include *Chain Crusher Enhanced* (2011) and *Super Chain Crusher Horizon* (2014).

Contract Translator      Windward, Tokyo, JP  
2011 - 2012

- Translated and localized Japanese games to English (*PokeLab Basketball*, *Elminage Original*).
- Evaluated and edited translations of games, instruction booklets, and manga.

Adjunct Instructor, Visual and Performing Arts      University of Colorado-Colorado Springs  
2009 - 2012

- Designed and taught face-to-face courses and labs in game design and game studies.
- Provided interdisciplinary connection and communication with Game Design Degree program.

Writing Tutor, Student Success Services      Community College of Denver  
2008 - 2012

- Tutored freshmen and international students in English composition and grammar.
- Composed handouts and technical documents for research, composition, and grammar.

Game Design Intern      Sony Online Entertainment Denver  
2007

- Designed narrative and gameplay for *Legends of Norrath: Oathbound*.
- Playtested and balanced gameplay for *Legends of Norrath* and *Stargate TCG*.

Website Director, Metroid Database      [www.metroid-database.com](http://www.metroid-database.com)  
2003 - Present

- Translate Japanese articles, manga, and other materials related to the *Metroid* series.
- Supervise the integration of new media into the site.

## Education

MFA, 2008: Electronic Media Arts Design, University of Denver  
Thesis Project - *War and Play* (Rafael Fajardo, Director)

BA, 2004: English, University of Colorado - Denver

## Publications – Peer-Reviewed

- “Space Odyssey: The Long Journey of *Spacewar!* from MIT to Computer Labs Across the World.” Pending publication in *Kinephanos* (2015).
- “I Commenced an Examination of a Game Called 'Tit-Tat-To'”: Charles Babbage and the 'First' Computer Game” (2014). Proceedings of DiGRA 2013: <http://www.digra.org/digital-library/publications/i-commenced-an-examination-of-a-game-called-tit-tat-to-charles-babbage-and-the-first-computer-game/>
- “War and Play: Insensitivity and Humanity in the Realm of Pushbutton Warfare” (2010). *Designing Games for Ethics: Models, Techniques and Frameworks*. IGI Global.
- “Before it's too Late: A Digital Game Preservation White Paper” (2009).  
Editing and joint authorship with Henry Lowood, Judd Ruggill, Andrew Armstrong, et. al.  
<http://goo.gl/Nd5Te9>  
Published in the *American Journal of Play*, Fall 2009.

## Publications – Other

Gamesbeat Publications (2012)

- “Threeview: Dishonored reviewed by a critic, an analyst, and an academic.” (2012, October 18). <http://venturebeat.com/2012/10/18/threeview-dishonored/>
- “Threeview: Resident Evil 6 reviewed by a critic, an analyst, and an academic.” (2012, October 12). <http://venturebeat.com/2012/10/12/threeview-resident-evil-6/>
- “Threeview: Bad Piggies reviewed by a critic, an analyst, and an academic.” (2012, October 9). <http://venturebeat.com/2012/10/09/threeview-bad-piggies/>
- “Making of a Myth: The Grueling Development of the Original Kid Icarus.” (2012, March 19). *Nintendo World Report*. <http://www.nintendoworldreport.com/feature/29565/making-of-a-myth-the-grueling-development-of-the-original-kid-icarus>
- “Colorado: Friendships and Fun” (2011, July 20)  
Published in *IGDA Perspectives Newsletter* exploring game development in North America.  
<http://newsletter.igda.org/2011/07/20/colorado-friendships-and-fun/>
- “War and Play: Insensitivity and Humanity in the Realm of Pushbutton Warfare” (2008)  
MFA Thesis, University of Denver.  
[http://deserthat.com/html/game\\_studies/writing/writings.html](http://deserthat.com/html/game_studies/writing/writings.html)
- Video Game Music Daily (Oct. 2009 – Nov. 2010)  
<http://vgmdaily.wordpress.com>  
Blog project analyzing one piece of video game music each day for one year.
- “Remembering the Community: The IGDA Game Developer Memorials Project” (2010)  
*IGDA Journal*, Volume 1.

## Scholarly Presentations

- “Space Odyssey: The Long Journey of *Spacewar!* from MIT to Computer Labs Across the World.”  
International History of Games Conference, Montreal, June 2014.
- “I Commenced an Examination of a Game Called 'Tit-Tat-To'”: Charles Babbage and the 'First' Computer Game.”  
DiGRA 2013 Conference, Atlanta, August 2013.  
International History of Games Conference, Montreal, June 2013.
- “*The Sumerian Game*: The Strange and Untold Story of the First Simulation Game.”  
Presented at the SW/TX PCA/ACA Conference, Albuquerque, NM, February 2012.
- “Johnny Got His (Light) Gun: New Explorations in Antiwar Games from Dalton Trumbo to the Aleutian Islands Campaign.”  
Presented at the SW/TX PCA/ACA Conference, Austin, TX, 2011.  
Computer Culture: Game Preservation Panel (2011)
- “*Spacewar* and the Anomaly of the Origins of the Computer Game.”  
PCA/ACA Conference, St. Louis, MO, 2010.
- “Survey of Game Preservation Institutions.”  
Southwest/Texas PCA/ACA Conference, Albuquerque, NM, 2010.
- “Before it's too Late: A Digital Game Preservation White Paper.”  
Editing and joint authorship with Henry Lowood, Judd Ruggill, Andrew Armstrong, et. al.  
<http://goo.gl/Nd5Te9>  
DiGRA Conference, presented by Daniel Pinchbeck, University of Portsmouth, UK, 2009
- “Medium, Message, and Repetition in Games: Understanding Games Through Marshall McLuhan and Walter Benjamin.”  
SW/TX PCA/ACA Conference, Albuquerque, NM, February 2009.
- “War and Play: Insensitivity and Humanity in the Realm of Pushbutton Warfare.”  
SW/TX PCA/ACA Conference, Albuquerque, NM, February 2008.
- “Videogame Preservation” (2007)  
SW/TX PCA/ACA Conference, Albuquerque, NM, February 2007.  
[http://deserthat.com/html/game\\_studies/writing/writings.html](http://deserthat.com/html/game_studies/writing/writings.html)
- “Men and Videogames” (2006)  
SW/TX PCA/ACA Conference, Albuquerque, NM, February 2006.  
[http://deserthat.com/html/game\\_studies/writing/writings.html](http://deserthat.com/html/game_studies/writing/writings.html)

## Awards and Fellowships

Research Fellowship, Strong Museum of Play                      Strong Museum of Play, Rochester, NY  
*January – February 2015*

- Conduct research on history of the North American game industries from 1977-1985.
- Write a detailed examination of the 'North American Game Industry Crash' of 1983.

Research Fellowship, Humanities Gaming Institute              University of South Carolina, Columbia, SC  
*June 2010*

- Explored combining the humanities with technology through NIH grant.
- Worked with antiwar games to explore use of games within the humanities.

## Courses Taught

Game History	Full Sail University (June 2012 – October 2014)
Design Tools I	Full Sail University (January 2013 – April 2013)
Intro to Game Design	University of Colorado - Colorado Springs (Spring 2009, Spring 2012) <a href="http://va306gamedev.wordpress.com">va306gamedev.wordpress.com</a>
Art History of Games	University of Colorado - Colorado Springs (Fall 2010, Spring 2012) <a href="http://criticalgamestudies.wordpress.com">criticalgamestudies.wordpress.com</a>
Critical Game Studies	University of Colorado - Colorado Springs (Spring 2009) <a href="http://criticalgamestudies.wordpress.com">criticalgamestudies.wordpress.com</a>

## Game Development

*Super Chain Crusher Horizon* (Mindware, PC, 2013; Steam 2014)  
Translated in-game text, website, press releases, and game pitch.

*Elminage Original* (UFO Interactive Games, PSN/PSP, 2012)  
Translated in-game text

*Chain Crusher Enhanced Edition* (Mindware, Xbox Live Arcade, 2011)  
Translated in-game text.

*ANTS* (Scratch, 2011)  
Made during the Denver Art Museum Game Jam, April 2011.  
<http://scratch.mit.edu/projects/1729470/>

*Walking* (Scratch, 2010)  
Digital game made during the 2010 Global Game Jam.  
<http://scratch.mit.edu/projects/900301/>

*Commandopede* (Stagecast Creator, 2008)  
[http://www.deserthat.com/html/game\\_design/digital/commandopede.html](http://www.deserthat.com/html/game_design/digital/commandopede.html)

*Fight with Clubs* (Scratch, 2008)  
[http://www.deserthat.com/html/game\\_design/digital/fight\\_clubs.html](http://www.deserthat.com/html/game_design/digital/fight_clubs.html)

*Giant Tank* (Scratch, 2008)

[http://www.deserthat.com/html/game\\_design/digital/giant\\_tank.html](http://www.deserthat.com/html/game_design/digital/giant_tank.html)

*Legends of Norrath: Oathbound* (Sony Online Entertainment Denver, 2007)

Wrote narrative and card lore.

Playtested and balanced gameplay.

## Translations (Noncommercial)

Nintendo, 1994. "Astrologer Ariadne Yuko's Diagnosis of Samus' Dreams." *Super Metroid Official Nintendo Guide Book*. pg. 86-89. Translated Dec. 2009. <http://www.metroid-database.com/sm/fortune.php>

Nintendo, 1994. "Interview: When Samus was Naked." *Super Metroid Official Nintendo Guide Book*. pg. 90-95. Translated Dec. 2009. <http://www.metroid-database.com/sm/interview.php>

Nintendo, 2004. Various *Metroid: Zero Mission* development art from the official Japanese homepage. <http://www.metroid-database.com/mzm/artwork.php>

Nintendo, 2009. "Another Side Story - *Metroid Prime* as seen by a Space Pirate -." *Metroid Prime 3 Official Homepage*. Translated 2011. [http://www.metroid-database.com/features/ss01\\_1.php](http://www.metroid-database.com/features/ss01_1.php)

Nintendo, 2010. "*Metroid: Other M* Development Art Gallery." *Metroid: Other M* (Nintendo Wii, 2010). Translated 2010. <http://www.metroid-database.com/mom/artgal2.php>

Nintendo Online Magazine, Mar. 2003. "Developer Interview: *Metroid Prime* and *Metroid Fusion*." Translated Sept. 2011. <http://www.metroid-database.com/features/primeinterview.php>

Famitsu, 2003. "Developer Interview: *Metroid Prime* & *Metroid Fusion*." From *Nintendo Dream* Vol. 85. Translated 2011. [http://www.metroid-database.com/features/mp&mf\\_int1.php](http://www.metroid-database.com/features/mp&mf_int1.php)

Famitsu, 2004. "Famicom Disk System: The More You Play It, the More You'll Want to Play [Disk 1]." From *Nintendo Dream* Vol. 118. Translated Mar. 2011. <http://www.metroid-database.com/m1/fds-interview-p0.php>

Famitsu, 2004. "Famicom Disk System: The More You Play It, the More You'll Want to Play [Disk 2]." From *Nintendo Dream* Vol. 119. Translated Dec. 2011. <http://www.metroid-database.com/m1/fds-interview2-p0.php>

Hoshino, Ryu. *Famiken Ryu*. Volume 4, Parts 4 & 5. Bom Bom Comics, 1986. Translated Nov. 2014, pending release.

Idzuki Koji. *Metroid: Samus & Joey*. Volume 1. Bom Bom Comics, 2003. <http://www.metroid-database.com/manga/listing.php?vid=7>

Idzuki Koji. *Metroid: Samus & Joey*. Volume 2. Bom Bom Comics, 2003. <http://www.metroid-database.com/manga/listing.php?vid=24>

Idzuki Koji. *Metroid: Samus & Joey*. Volume 3. Bom Bom Comics, 2004. Translation completed 2013, but pending full release. <http://www.metroid-database.com/manga/listing.php?vid=26>

Idzuki Koji. *Metroid Extreme: Samus & Joey*. Translation completed 2014, pending release in 2015. Published in *Comic Bom Bom* May 2003-April 2004.

marsspider. *Metroid: Pirates*. Fan-made independently published manga. <http://www.metroid-database.com/manga/listing.php?vid=21>

Minadzuki Yuu. *Metroid: Famicom Computer Strategy Guide*. Wanpakku, 1986. <http://www.metroid-database.com/manga/listing.php?vid=3>

Sakamoto, Yoshio, 2004. "Metroid FAQ." *Metroid: Zero Mission Official Homepage*. Translated 2009. <http://www.metroid-database.com/features/faq.php>

Shioda, Nobuyuki & Studios Ha-do, 1987. *Metroid: Zebes shin'nyu shirei*. Futabasha Famicom Game Book Series. Translation in progress, to be completed 2015.

Shounen Oh! Game Comics, 1994. *Super Metroid* four-panel comics. <http://www.metroid-database.com/manga/listing.php?vid=6>

"Sneaking Onto the Set: A Look back at the Japanese *Metroid Zero Mission* Commercial." Translations of various articles and websites about the commercial. Translated 2012. [http://www.metroid-database.com/mzm/chisato\\_morishita\\_interview.php](http://www.metroid-database.com/mzm/chisato_morishita_interview.php)

Yamamoto, Hisashi, 2005-2006. *Metroid Prime: Episode of Aether*. Serialized manga published in *Comic Bom Bom* from July 2005-January 2006. Chapters 1-6 were translated in 2011. Chapter 7 was acquired and translated in 2014. <http://www.metroid-database.com/manga/listing.php?vid=22>

## Exhibitions and Collections

*The Savage Sword* (2008)                      Machinima

Part of the Machinima Archive (2007) <https://archive.org/details/SavageSword>

Released on YouTube (2007) <https://www.youtube.com/watch?v=OZhHfPJRUcs>

*Giant Tank* (2008)                              Digital Game

Exhibited at Sweickley Arts Initiative (Chicago) for *Input/Output* (2012)

Exhibited at Victoria H. Myhren Gallery, University of Denver (2008)

Part of the internationally recognized Values at Play game archive (2008)

<http://bettergamecontest.org/?q=node/72>

*Contra vs Contra* (2006)                      Machinima

Part of the Machinima Archive (2007) <https://archive.org/details/ContraVsContra>

Released on YouTube (2007) <https://www.youtube.com/watch?v=BN1eAL6SxUw>

*Counting Bees #2* (2006)                      Video Art

IDMAA, *iDEAs 07: Beyond Boundaries*, Philadelphia, PA, 2007

Released on YouTube (2007) <https://www.youtube.com/watch?v=MPzI8Eh1cNU>

*Castlevania Orchestrated TAS Speedrun* (2006) Machinima  
Released on YouTube (2014) <https://www.youtube.com/watch?v=ZnsVcipSZ0U>

*Super Castlevania IV Speedy Speedrun* (2006) Machinima  
Released on YouTube (2007) <https://www.youtube.com/watch?v=xpC7-A4Ye-Y>

*Castlevania Speedy Speedrun* (2006) Machinima  
Released on YouTube (2007) <https://www.youtube.com/watch?v=EqFrK6rN7dc>

## **Service/Outreach**

Digital Games Research Association (DiGRA)

- Reviewer of papers and paper proposals for DiGRA 2013 conference.

Southwest/Texas Popular Culture & American Culture Association

- Panel chair for Game Preservation, Computer Culture Studies, 2011.
- Panel chair for Game Preservation, Computer Culture Studies, 2010.

International Game Developers Association

- Assisted with meeting development and projects for the IGDA Colorado Chapter (2008-2012).
- IGDA Colorado Chapter Board Member (2011).
- Created the IGDA Memorials Project (2009).
- Co-authored IGDA Game Preservation SIG white paper “Before it's too Late” (2009).

## **Technical Skills**

Audacity/Cool Edit

Microsoft/Open Office Suites

Technical Writing

Final Cut

Photoshop

Japanese Translation

HTML

Scratch

Wordpress

## Professional References

Elizabeth Canacari-Rose  
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Henry Lowood  
Curator, History of Science & Technology Collections  
Curator, Film & Media Collections  
Humanities Resource Group  
Cecil H. Green Library, 557 Escondido Mall  
Stanford University Libraries  
Stanford, CA 94305-6004  
<http://www.stanford.edu/~lowood>  
(605) 723-4602  
[lowood@stanford.edu](mailto:lowood@stanford.edu)

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