

April Grow

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Education

PhD – Computer Science Anticipated June 2016
University of California, Santa Cruz, California

Bachelor of Science – Computer Game Design (*summa cum laude*) June 2011
University of California, Santa Cruz, California
Senior Project: *Pattern*, an instructional crochet game built in XNA

Research Experience

IMMERSE Dr. Michael Mateas Sept 2013 – Present

- DARPA research grant for soldier cultural training Sept 2012 – June 2013
- Character behavior authoring for embodied agents using research language ABL
- Authoring tool requirements analysis and design

Character Creator Dr. Noah Wardrip-Fruin Sept 2012 – June 2013

- Authoring tool that combined GrailGM and Personage research
- Character creation for quest-based game with generated dialogue utterances

Grail GM Dr. Noah Wardrip-Fruin Jan 2011 – Sept 2012

- Quest-based story-manager, Anne Sullivan's dissertation work
- Created computational prototypes, conducted a user evaluation

Spyfeet Dr. Marilyn Walker June 2010 – June 2011

- Story-motivated mobile exercise game for young women
- Authoring characters with dialogue generation via Personage research system
- Game design and computational prototyping

Teaching Experience

Teaching Assistant, COSMOS Summer 2011 and 2012

- California State Summer School for Mathematics and Science, *Video Games Design: From Concept to Code*
- Taught high school students fundamental programming and game design concepts in the classroom every day with the instructors

Projects

Stellar Nucleosynthesis Game June 2013 – Present

- Star formation and nucleosynthesis simulation gameplay
- 2-person collaboration with Kate Compton

- Planned *Intel*-sponsored showcase at GDC 2014
- Pending *Santa Cruz Sentinel* article

Pattern, Crochet Game Sept 2010 – June 2011

- Teaches player basic crochet concepts through gameplay
- Led 6-person team's game design, programming, and art
- Won “Visual Art” award at the 2011 Sammy Awards competition.

Visit <http://users.soe.ucsc.edu/~agrow> for more projects, details, and downloads.

Skills

Programming Languages: Javascript, Processing, AS3, HTML5, C#, Java

Software: Adobe Flash Builder, Flash Develop, Visual Studio, Eclipse, GIT, SVN

Design Skills: Adobe Illustrator, Adobe Photoshop, Blender

Awards and Honors

University Honor, Crown College Honors, University of Santa Cruz, June 2011

The Baskin Scholars Award, University of Santa Cruz, June 2011

The David S. Lee Scholarship, University of Santa Cruz, June 2011

Dean's List, University of Santa Cruz, 2009-2011

Peer-Reviewed Conference Publications

1. **A. Grow**, S. Gaudl, P. Gomes, M. Mateas, N. Wardrip-Fruin. “A Methodology for Requirements Analysis of AI Architecture Authoring Tools,” to be presented at *Foundations of Digital Games*, 2014.
2. D. Shapiro, J. McCoy, **A. Grow**, B. Samuel, S. Andrew, S. Reid, T. Mike, and M. Mateas. "Creating Playable Social Experiences through Whole-Body Interaction with Virtual Characters." In *Ninth Artificial Intelligence and Interactive Digital Entertainment Conference*. 2013.
3. J. Osborn, **A. Grow**, and M. Mateas. "Modular Computational Critics for Games." *Ninth Artificial Intelligence and Interactive Digital Entertainment Conference*. 2013.
4. A. Sullivan, **A. Grow**, T. Chirrick, M. Stokols, N. Wardrip-Fruin, M. Mateas, “Extending CRPGs as an Interactive Storytelling Form,” *The Fourth International Conference on Interactive Storytelling*, November 28 – December 1, Vancouver, Canada, 2011.
5. A. Reed, B. Samuel, A. Sullivan, R. Grant, **A. Grow**, J. Lazaro, J. Mahal, S. Kurniawan, M. Walker, and N. Wardrip-Fruin, “A Step Towards the Future of Role-Playing Games: The SpyFeet Mobile RPG Project,” *Association for the Advancement of Artificial Intelligence*, 2011.
6. A. Reed, B. Samuel, A. Sullivan, R. Grant, **A. Grow**, J. Lazaro, J. Mahal, S. Kurniawan, M. Walker, and N. Wardrip-Fruin, “SpyFeet: An Exercise RPG,” *Foundations of Digital Games*, June 29 - July 1, Bordeaux, France. 2011.