

# Curriculum Vitae

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Richland College  
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## Education

Michigan State University, East Lansing, MI  
M.A. in Telecommunications

University of Notre Dame, South Bend, IN  
B.A. in Communications

## Teaching Experience

Richland College, Dallas, TX – August 2017 – present  
Adjunct Instructor – GAME 1303

Art Institute of Dallas, Dallas, TX – 2012 – present  
Adjunct Instructor – GAD 1213, 1323, 1433, 2233, 2313, 2333, 2413, 2423, 2433, 3113, 3133, 3333

Art Institute of Ft Worth, Ft Worth, TX – 2014 – 2016  
Adjunct Instructor – GAD 1213, 1323, 1433, 2233, 2433, MAA 3323

Art Institute Online, Pittsburgh, PA – 2008 – 2012  
Adjunct Instructor – GAD 101, 312, 332, 432

Southern Polytechnic State University, Marietta, GA – 2011 – 2012  
Adjunct Instructor – CGDD 2002 (online)

Art Institute of Atlanta, Atlanta, GA – 2008 – 2009  
Instructor – GAD 100, 211, 402, 403, 432, MA131

American InterContinental University, Atlanta, GA – 2005 – 2008  
Program Chair – GAM 102, 103, 201, 203, 302, 401, 402, VCD265, 459, 475, 468, DMD 440, ITE 477

University of Texas at Dallas, Richardson, TX – 2002 – 2003  
Adjunct Instructor – GAD 101, 312, 332, 432

## Exhibitions, Presentations, Publications and Papers

*Game Design Workshop* 2016  
Session at the Let’s Play Game Expo, Plano, TX

*Everything You Wanted to Know about the Game Industry* 2016

I certify that statements made by me in this vitae are true, complete and correct.

Panel at Startup Weekend Dallas, Dallas, TX

*Analog SIG Roundtable 2016*

Session Leader at the Game Developers Conference, San Francisco, CA

*Are Board Game Publishers Following Video Game Publishers Straight to Hell? 2015*

Session at the Big Design Conference, Addison, TX

*How to Get into the Game Industry 2015*

Panel at the Let's Play Game Expo, Plano, TX

*What Can I Tell You about Making Games? 2014*

Open Forum at the Big Design Conference, Addison, CA

*Analog vs. Digital Game Design 2013*

Panel Moderator at the Big Design Conference, Addison, TX

*Academic Roundtable 2009*

Moderator at the Southern Interactive Entertainment and Games Expo, Atlanta, GA

*Game Design Workshop 2009*

Session at the GameX Conference, Philadelphia, PA

*Getting Serious about Game Design 2008*

Panelist at the Southern Interactive Entertainment and Games Expo, Atlanta, GA

*Game Program Curricula 2008*

Panelist at the Game Education Summit, Dallas, TX

*Business of Gaming Roundtable 2007*

Session Leader at the Game Developers Conference, San Francisco, CA

*Paper Prototyping 2006*

Session at the Digital Game Expo, Raleigh, NC

*Technology in Entertainment 2005*

Panelist at the Technology Association of Georgia, Atlanta, GA

*Teaching Game Design: Making the Program Legit 2005*

Session at the Digital Game Expo, Raleigh, NC

*Live and Let Die: The Need for Risk and Catastrophe in MMORPGs 2003*

Session at the Computer Game Conference, Richardson, TX

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## Relevant Work Experience

Independent – Game Designer, Coppell, TX <i>Shifting Shadows</i> (tabletop game published October, 2016) <i>Shifting Shadows: Ledges and Legends</i> (expansion due October, 2017)	2012-present
SortaSoft – Production Advisor, Stamford, CT <i>Meriwether</i> (CRPG, released April, 2017)	2009-10
Gunslinger Games – Lead Designer, Valley Ranch, TX <i>Legends of the West</i> (PC Action Shooter, unpublished)	2002
Whoola – Lead Designer, Senior Producer, Plano, TX <i>Corps of Discovery</i> (educational RPG, unpublished)	2000-01
Gathering of Developers – QA Tester/Support, Dallas, TX	2000
MediaStation – Lead Designer, Ann Arbor, MI <i>Tonka Garage</i> (1998), <i>Tonka Workshop</i> (1998), <i>Tonka Raceway</i> (1999) <i>Baby-sitters Club Learning Adventures</i> (3rd grade, 1998 and 4th grade, 1999) <i>Teen Magazine: Digital Diva</i> (1998)	1998-00

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