

Jerry Belich

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EDUCATION

<i>Miami University</i> , Master of Fine Arts, Experience Design	2019
<i>Bethel University</i> , Bachelor of Arts, Computer Science	2003
<i>Los Angeles Film Studies Center</i>	2002

HONORS AND AWARDS

International Golden Lock-In Award, RoomEscapeArtist.com - Minneapolis, MN	2018
Awarded the Vernon Wilson Endowed Chair in Game Design, Eastern Kentucky University - Richmond, Kentucky	2016
Awarded a Solid Fellowship, O'Reilly Media Solid Conference - San Francisco, CA	2015
Awarded \$16k Cash Grant, Northern Spark - Minneapolis, MN	2014
Audience Choice Award, A MAZE - Berlin, Germany	2014
Other Dimensions Award, A MAZE - Berlin, Germany	2014

SELECTED EXHIBITION HISTORY - Invited to Show

<i>Indie Game Trash Night</i> , Middlesex Lounge - Cambridge, MA	2020
<i>IndieCade</i> , CDM Campus - Santa Monica, CA	2019
<i>Bit Bash</i> , Museum of Science and Industry - Chicago, IL	2019
<i>IGF Awards for Alt.Ctrl.GDC</i> , Moscone Center - San Francisco, CA	2018
<i>Fantastic Arcade</i> , Alamo Drafthouse Cinema - Austin, TX	2018
<i>A Maze</i> , The Urban Spree - Berlin, Germany	2018
<i>Itty Bitty Bash</i> , Bottom Lounge - Chicago, IL	2017
<i>Future of Storytelling Festival</i> , The Africa Center - New York, NY	2016
<i>Future of Storytelling Summit</i> , Snug Harbor - New York, NY	2016
<i>Bit Bash</i> , Revel Fulton Market - Chicago, IL	2016
<i>Children's Media Conference Playground Exhibition</i> , Site Gallery - Sheffield, UK	2016
<i>digiPlaySpace</i> , TIFF Bell Lightbox - Toronto, Canada	2016
<i>Indie Arcade: Coast to Coast</i> , Smithsonian American Art Museum - Washington, DC	2016
<i>GLOBALE: Global Games</i> , ZKM Museum of Contemporary Art - Berlin, Germany	2015
<i>Future of Storytelling Summit</i> , Snug Harbor - New York, NY	2015
<i>Fantastic Arcade</i> , Alamo Drafthouse Cinema - Austin, TX	2015
<i>Bit Bash</i> , Threadless - Chicago, IL	2015
<i>Train Jam Exhibit</i> , Moscone Center - San Francisco, CA	2015
<i>Itty Bitty Bash</i> , Bottom Lounge - Chicago, IL	2015
<i>Bit Bash</i> , Threadless - Chicago, IL	2014
<i>ZKM_Gameplay</i> , ZKM Museum of Contemporary Art - Berlin, Germany (permanent installation)	2014
<i>E3 IndieCade Showcase</i> , LA Convention Center - Los Angeles, CA	2014

<i>Northern Spark</i> , City of Minneapolis - Minneapolis, MN	2014
<i>Game Science Center</i> - Berlin, Germany (permanent installation)	2014

SELECTED EVENT HISTORY - Accepted Works

<i>Alt.Ctrl.GDC</i> , Moscone Center - San Francisco, CA	2017
<i>Alt.Ctrl.GDC</i> , Moscone Center - San Francisco, CA	2016
<i>WordPlay</i> , Toronto Reference Library - Toronto, Canada	2015
<i>Solid Conference</i> , Fort Mason Center - San Francisco, CA	2015
<i>Alt.Ctrl.GDC</i> , Moscone Center - San Francisco, CA	2015
<i>IndieCade</i> , IndieCade Village - Los Angeles, CA	2014
<i>A Maze</i> , The Urban Spree - Berlin, Germany	2014
<i>Alt.Ctrl.GDC</i> , Moscone Center - San Francisco, CA	2014
<i>Game Connection</i> , Les Docks de Paris - Paris, France	2013
<i>Fantastic Arcade</i> , Alamo Drafthouse Cinema - Austin, TX	2013

SELECTED PROJECT HISTORY

<i>Unannounced Escape Room</i> , Location Based XP / Commercial - A deeply narrative, state-of-the-art, magical experience.	2020
<i>Burning Ritual</i> , Electronics / Handmade Candles - A ritual with handmade reactive candles to encourage self-care.	2020
<i>Nature Machn</i> , Digital / Installation - A large tent with seamless rear projected and procedurally grown nature scenes.	2019
<i>Alice in Puzzleland</i> , Game Design / Commercial - An original 190 page escape room design crafted in three weeks.	2018
<i>IGF Alt.Ctrl.GDC Award</i> , Electronics - A faux retro tv award w/ thermal printing and conductive antenna.	2018
<i>Dark Side of Balloon</i> , Digital - A macabre battle of balloons, highlighting the creepy personification of their motion.	2018
<i>Channel</i> , Electronics / Installation - A Ouija board that spells messages pulled from closed caption tv transmissions.	2017
<i>Utopia Room</i> , Location Based XP / Commercial - An escape room set in a utopian future where happiness is mandated.	2017
<i>Ghost Dentist VR</i> , Electronics / VR - A body-horror game testing the joy and terror of being your own dentist.	2017
<i>Cylindrus</i> , Electronics / Cylinder of LEDs - A game exploring volume in two dimensions through arcade play.	2016
<i>Please Stand By</i> , Electronics / Vintage TV - Interactive exploration game about broadcast and truth.	2015
<i>The Choosatron</i> , Electronics / Thermal Printer - Interactive fiction storytelling machine with a permanent artifact.	2015
<i>Dyscourse</i> , Narrative Design / Commercial - A choice-based adventure game created by Owlchemy.	2015
<i>Prototyping for Play</i> , Video Series / Commercial - An O'Reilly Media educational series about creative hardware design.	2015
<i>Dial!</i> , Electronics / Vintage Rotary Phone / Software - Rotary as alternative controller for a western shootout game.	2015
<i>A.F.T.E.R.G.L.O.W.</i> , Electronics / Vintage Briefcase / Rotary Dial - Simulated Soviet radar war device.	2015
<i>Robo Mama's Cooking Kitchen</i> , Electronics / Recovered Kitchen Play-set - Robot cooking simulator.	2015
<i>MysteryPhone</i> , Mobile / Location Based XP - Real-time location based detective game in Minneapolis.	2014
<i>Polite Dinner Extreme</i> , Digital - Two player food fight game at the dinner table of WASP parents.	2014

Cosmopolitan Casino Lobby & Bar, Software / Commercial - Wrote half of the code syncing 384 monitor simulations. 2010
St. Paul Ordway's Rocky Horror Picture Show, Animation & FX / Live Theatre - Created an FX filled intro w/ show actors. 2007
The Glass Menagerie, Animation & FX / Live Theatre - Effects Artist for digital projection sequences during the show. 2003
Fahrenheit 451, Animation & FX / Live Theatre - Systems Director / Effects Artist for the animated digital stage. 2002

SPEAKING ENGAGEMENTS

[Alternative Design & Freelancing](#) – 3 hours (April 15th 2020, UW Stout Game Design Classes, Remote Video Talk)

[Building Alternate Controllers](#) – 45 minutes (March 6th 2020, Pirate Jam, Phuket, Thailand)

[Interactive Creative Design](#) – 15 minutes (October 7th 2019, Content Innovators Happy Hour, Minneapolis, MN)

[Interactive Narrative Happening](#) – 55 minutes (September 7th 2019, Cuernavaca, Mexico)

[Physical Objects and Interactive Narratives](#) – 55 minutes (September 6th 2019, Cuernavaca, Mexico)

[Level Design Workshop: Real World Level Design](#) – 15 minutes (March 19th 2019, GDC, San Francisco, CA)

[Fantastic Arcade 2018: Ghost Dentist VR](#) – 30 minutes (October 26th 2018, Fantastic Arcade, Austin, TX)

[Digital in a Physical World](#) – 15 minutes (July 28th 2018, [Pixel Pop Festival](#), Saint Louis, MO)

[Alt Ctrls: Bringing Humans & Machines Together](#) – 30 minutes (October 21st 2017, [Full Indie Summit](#), Vancouver, Canada)

[Taking alternative control of your game design!](#) – 60 minutes (September 30th 2017, [GDEX](#), Columbus, OH)

[Celebrating Unique Games \(Panel\)](#) – 60 minutes (August 6th 2017, [PixelPop Festival](#), Saint Louis, MO)

[Hacking Hardware \(Panel\)](#) – 60 minutes (August 6th 2017, [PixelPop Festival](#), Saint Louis, MO)

[Teaching Games \(Panel / Added Late\)](#) – 60 minutes (August 6th 2017, [PixelPop Festival](#), Saint Louis, MO)

[Indie Soapbox: We gotta Venn harder. \(Video\)](#) – 6 minutes (February 28th 2017, [GDC](#), San Francisco, CA)

[Alternative Controllers & Game Design \(Video\)](#) – 60 minutes (May 23rd 2016, [Gotland Game Conference](#), Gotland, Sweden)

[Games: The Greatest Show on Earth \(Video\)](#) – 60 minutes (May 22nd 2016, [Gotland Game Conference](#), Gotland, Sweden)

[Games: The Greatest Show on Earth \(Video\)](#) – 60 minutes (April 30th 2016, [Vector](#), Richmond, KY)

[The Future of the Game Industry \(Panel / Video\)](#) – 60 minutes (April 30th 2016, [Vector](#), Richmond, KY)

[Alternative Controllers & Game Design](#) – 60 minutes (April 26th 2016, [Eastern Kentucky University](#), Richmond, KY)

[Pitching for Beginners](#) – 60 minutes (March 23rd 2016, [Eastern Kentucky University](#), Richmond, KY)

[Experimental Gameplay Workshop \(Video\)](#) – 15 minutes (March 18th 2016, [GDC](#), San Francisco, CA)

[Vertical Slice: Beyond the Buzzword](#) – 60 minutes (February 24th 2016, [Eastern Kentucky University](#), Richmond, KY)

[Amusements!](#) – 2.30 hours (October 1st 2015, [Fantastic Arcade](#), Austin, TX)

[Building Interactivity](#) – 30 minutes (May 30th 2015, [Maker Faire](#), Minneapolis, MN)

[Alternative Controllers and Game Design](#) – 90 minutes (April 14th 2015, IGDA – MN VR and HCI Group, Minneapolis, MN)

[Alt.Ctrl.GDC and Game Conferences](#) – 30 minutes (March 11th 2015, IGDA – Twin Cities Chapter, Bloomington, MN)

[Toy and Game Design in the Internet of Things](#) – 30 minutes (March 19th 2015, IoT Fuse Conference, Minneapolis, MN)

[Hardware Game Design](#) – 60 minutes (November 2014, [Gamer's Rhapsody](#), Minneapolis, MN)

[Creativity and Inspiration in the Unknown \(Video\)](#) – 60 minutes (May 29th 2014, [Gotland Game Conference](#), Gotland, Sweden)

[Engagement and Play in Game Design](#) – 15 minutes (December 2013, Game Connection Europe, Paris, France)

[Interactive Fiction and Game Design \(for kids\)](#) – 60 minutes (November 2013, [Bakken Museum](#), Minneapolis, MN)

[The Design of the Choosatron](#) – 60 minutes (September 2013, Fantastic Arcade, Austin TX)

[Kickstarter and Funding Your Hardware Project](#) – 90 minutes (September 2013, [Arduino MN](#), Minneapolis, MN)

[The Choosatron \(Video\)](#) – 7 minutes (August 2013, [MinneDemo](#), Minneapolis, MN)

[Product Development and the Choosatron](#) – 90 minutes (August 2013, IGDA – MN VR and HCI Group, Bloomington, MN)

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