

Denver Coulson

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Education

- 2015 - 2017 New York University, New York City
 M.F.A. Game Design Candidate
- 2010 - 2013 Miami University, Oxford, Ohio
 B.S. Computer Science
 B.A. Interactive Media Studies

Exhibitions

- April 2017 *RainboDisko*, Now Play This, London
- Mar 2017 *Shallow Games*, NYU Game Center Booth GDC, San Francisco
Shallow Games, Brooklyn Brewery BQEs and Betas, NYC
- Feb 2017 *Shallow Games*, Babycastles, NYC
- Dec 2016 *Shallow Games*, Brooklyn Brewery BQEs and Betas, NYC
- Sep 2016 *Lightning*, Boston Festival of Indie Games, Boston
Lightning, Montreal Independent Games Festival, Montreal
Lightning, EGX Leftfield Collection, Birmingham
- Aug 2016 *Lightning*, A MAZE/Johannesburg, Johannesburg
- July 2016 *Glitch Dungeon*, Come Out & Play, Dumbo, NY
Foxbox, Come Out & Play, Governor's Island, NY
- May 2016 *RainboDisko*, IndieCade East, Queens, NY
Infiniball, NYU Game Center End of Year Show, NYC
Lightning, NYU Game Center End of Year Show, NYC
IN | TWO, NYU Game Center End of Year Show, NYC
- Oct 2015 *Big Fish / Little Fish*, IndieCade, Los Angeles, CA
- July 2015 *RainboDisko*, Come Out & Play, Dumbo, NY
Big Fish / Little Fish, Come Out & Play, Governor's Island, NY
- Oct 2014 *RainboDisko*, IndieCade, Los Angeles, CA
- July 2014 *SuperTrip*, Artscape, Baltimore, MD
UDLR:SWIPE, Artscape, Baltimore, MD
- July 2013 *Warp Tunnel*, Artscape, Baltimore, MD

Awards/Recognition

June 2015	Best Game of Global Top Round Accelerator Totaling \$100k in funding
May 2015	Successful Kickstarter for Devil's Bluff \$20k
Mar 2015	NYU Game Center IndieCade Scholarship
Mar 2014	Successful Kickstarter for SuperTrip

Media

Oct 2016	"BFIG Spotlight: Lightning," IndieHangover. http://www.indiehangover.com/bfig-spotlight-lightning/
July 2015	"Come Out & Play," The New Yorker. http://www.newyorker.com/goings-on-about-town/above-and-beyond/come-out-play
Feb 2015	"An Indie-Dev & His World of Games," OK, INTRNT. http://www.okintrnt.com/idea-factory/indie-dev-world-of-games-loading-please-wait/
Mar 2014	Dave Tach, "SuperTrip bringing augmented reality exploration to Kickstarter March 13," Polygon. http://www.polygon.com/2014/3/11/5497468/supertrip-augmented-reality-kickstarter

Projects

Games

2017	<i>Shallow Games</i> , PC
2016	<i>Infinball</i> , PC
	<i>Lightning</i> , PC
	<i>Glitch Dungeon</i> , Big Game
	<i>Foxbox</i> , Big Game
	Game a Week Collection, Web
	<i>Lethal Injection</i> , PC/Mac
2015	<i>TRI</i> , Abstract Board Game
	<i>Devil's Bluff</i> , Steam, PC/Mac
	<i>Big Fish / Little Fish</i> , Big Game

	<i>XABY</i> , PC
2014	<i>RainboDisko</i> , Record Player Board Game <i>SuperTrip</i> , Augmented Reality, Big Game, iOS/Android <i>FACE</i> , Web
2013	<i>UDLR:SWIPE</i> , iOS/Android
2012	<i>Warp Tunnel</i> , iOS/Android
2011	<i>TripTune</i> , PC
2010	<i>Sol</i> , PC

Research + Experiments

2010-2013	Huge Immersive Virtual Environment, Miami University, Oxford, OH Researched redirected walking system for multi-user navigation in enclosed real-world space.
2012-2013	User Tracking 6 Degrees of Freedom, Miami University, Oxford, OH Researched and created system to track a user's position on global/local scale of position and direction. Final techniques were merged in to SuperTrip.
2011	Kinect Juggling Explored simplifying the process of teaching a person to juggle through multiple digital techniques.

Work Experience

Freelance

2016	Undisclosed Vive Project, Designer/Developer
2015	<i>Project Neo</i> , Game Designer, Triad Interactive Media
2013	<i>Hungry Gows</i> , Game Designer/Developer, IndiePub
2012	<i>Pictago</i> , Game Designer/Developer, IndiePub

Employment

2011 - Now	11:11 Studios
2013 - 2015	Software Consultant, Sogeti / Procter & Gamble, Cincinnati, OH

Expertise

General	Game Design/Development, Shader Programming, Project Management, Algorithmic Design, Communication
Languages	C#, Cg, Java, Swift, Objective-C, C++, HTML, CSS, XML, JSON, SQL, NoSQL, Python, C, PHP, Javascript, Visual Basic, HLSL, and more
Libraries	Kinect SDK, Oculus Rift SDK, Vive SDK, Google App Engine, <u>ASP.NET</u> , OpenGL, PlayStation 4 SDK
Programs	Unity3D, MonoDevelop, Visual Studio, Xcode, Eclipse, Photoshop, Illustrator, Premier, AfterEffects, InDesign, Audition, Windows, Mac, Linux, SVN, Git