Curriculum Vitae

Katherine Green | Assistant Professor | California State University, Monterey Bay | katieagreen.com

Education

2018
University of California, Santa Cruz
Master of Fine Arts, Digital Art And New Media

2014
University of Florida
Bachelor of Fine Arts, Art & Technology

Work Experience

2020-current
Associate Professor, California State University at Monterey Bay, Marina, CA

2019
Lecturer, California State University at Monterey Bay, Marina, CA

2018
Lecturer, California State University at Monterey Bay, Marina, CA
Mentor, SIP: Science Internship Program, University of California Santa Cruz, Santa Cruz CA

2017
Lecturer, California State University at Monterey Bay, Marina, CA
Teaching Assistant, University of California Santa Cruz, Santa Cruz CA
Mentor, SIP: Science Internship Program, University of California Santa Cruz, Santa Cruz CA

2016
Teaching Assistant, University of California Santa Cruz, Santa Cruz CA

2015
Teaching Assistant, University of California Santa Cruz, Santa Cruz CA
Digital 3D artist, Cool Dims 3D Portrait Studio, Lutz, FL

2014
Digital 3D artist, Cool Dims 3D Portrait Studio, Lutz, FL
Digital artist, Tribase Game Development Studios, Gainesville Fl

Courses Taught

University of California Santa Cruz:
Game Design Experience
Game Development Experience
Monsters
Muppets Magic

California State University at Monterey Bay:
Digital Photography
Digital Art & New Media
Drawing for Digital Media
Game Design I
Game Design II
Character Design
Character Animation
Environment Design
Level Design

Publications

Published Digital Games:
"Empty House" 2019
"A Place to Be" 2017
"Crossing" 2016
"Don't Go into the Woods" 2016

Published Thesis:
"A Place to Be" 2017

Journal Publication:
Stereotype Threat VR Journal Article 2017- 2018 "I'm a Computer Scientist!": Virtual Reality Experience Influences Stereotype Threat and STEM Motivation Among Undergraduate Women.
Christy Starr, Barrett Anderson, Katherine Green
Publication date: May 19, 2019. Springer Nature: Journal of Science Education and Technology.

Service

2022
Super Smash Bros Club - Faculty Mentor, California State University at Monterey Bay, Marina, CA

2021
Game Design Club- Faculty Mentor, California State University at Monterey Bay, Marina, CA
Curriculum Committee member, California State University at Monterey Bay, Marina, CA
CoS Election & Service Committee Member, California State University at Monterey Bay, Marina, CA

2020
Game Design Club- Faculty Mentor, California State University at Monterey Bay, Marina, CA
Curriculum Committee member, California State University at Monterey Bay, Marina, CA

2014
Volunteer museum guide, MUSE Museum of Art and Art History, Gainesville Fl
Club President, Digital Art & New Media, University of Florida, Gainesville FL

Gallery Showings & Awards

2022
Life Cycles, "Like a Dream Benefit Event," Kaleid Gallery, San Jose, CA

2017
ULTRASHIFT, DAMN gallery show, University of California Santa Cruz

2016
Open Studios, University of California Santa Cruz
Crossing game project receives the Book Arts Award from Donna and Peter Thomas

2014
Open Studios, University of California Santa Cruz

2012
CASE (Creativity in the Arts and Sciences Event) Reitz Union, Gainesville, Fl

Lucid Degeneration collaborative entry receives honorable mention

Conference Talks

2021
Introducing Beginners to 3D Level Design [Conference Presentation] Game Developers
Conference (GDC) 2021 : Teaching & Learning Summit.