

Dr Tony Morelli PhD
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Summary – I’m a professor, inventor, and executive-level consultant with over 25 years of experience in software engineering, gaming technology, and accessible design. My career bridges academia and industry - leading growth and compliance efforts at scale while mentoring future engineers through award-winning teaching and research.

As an executive consultant, I’ve directed SOC 2 Type 2 audits, scaled a 15,000+ device gaming network, managed regulated game development across multiple platforms, and built 24/7 live-streaming systems. I’ve led IP strategy with 17 issued patents and served as a testifying expert witness in complex gaming technology litigation—including inter partes review before the USPTO. I advise legal teams and investors on regulatory dynamics and emerging models in real-money gaming.

My academic work includes 38 peer-reviewed publications and courses in multimedia, accessibility, and game design. I’m passionate about inclusive innovation, building capable teams, and translating technical insight into strategic outcomes.

EDUCATION

- PhD Computer Science and Engineering** December 2011
University of Nevada - Reno
Dissertation – Non-Visual Natural User Interfaces
Outstanding Graduate Dissertation Award
- Master of Science Computer Engineering** May 2007
University of Nevada - Reno
Topic - Game Teleporter: A Development Tool For Everyone
- Bachelor of Science Electrical Engineering** May 1999
Purdue University
Senior Project - Interactive Storybooks for Children with Motor Impairments

WORK EXPERIENCE

- College of Charleston** 8/2025 - Present
Position – Associate Professor Computer Science (To Begin 8/2025)
- Central Michigan University** 9/2013 – 12/2019
Position – Professor of Computer Science (2019)
Position – Director of eSports (2018-2019)
Position – Associate Professor (2016-2019)
Position – Assistant Professor (2013-2016)
Responsibilities – Instruct and prepare students for bright futures in the field of Computer Science.
Perform research on games and accessibility.

Aevora Solutions

Expert Consultant for Patent Litigation

- Confidential Client
- IPR Review, Claims Construction, Appeal language
- Sports Wagering

2025 – Present

8/2025 – Present

Gaming Market Analysis (Various Financial Institutions)

- Expert analysis of market trends
- Expert discussion of technical developments

2/2025 – Present

Morelli Technologies

Client – Charitable Gaming Company

- Executive Vice President 2022-2025
- Other Positions (Vice President 2019-2022)
- Sales Increase by 260%
- Site Increase by 140%
- Lead SOC2 Type 2 Compliance and Audit (2023-2025)
- Supervised & released regulated iOS/Android/Windows Charitable Gaming Components
- Supervised network of over 15,000 Regulated Gaming Devices
- Developed large scale distributed video streaming network (Client and server)
- Developed promotional sports wagering components
- Manage Intellectual Property (16 Issued Patents)
- Manage Social Media/Marketing
- Manage Internal Art and asset creation
- Manage Regulated & Unregulated Game Development Teams
- Manage Regulated Device Setup Team
- Manage Live Streaming Channel 24/7/365
- Manage Field Service / Technical Support
- Manage Regulatory Compliance
- On Air Host for Statewide Broadcast

2014 – 2025

2019 – 2025

Expert Witness

- Expert Support for Patent Litigation (Clients not disclosed)
- High 5 Games v. Aristocrat Technologies (IPR2018-00529)

Served as technical expert for the Patent Owner in an inter partes review before the USPTO Patent Trial and Appeal Board concerning slot machine symbol substitution technology. Submitted expert declaration and provided deposition testimony in defense of U.S. Patent No. 9,022,852.

9/2018 - Present

2022-2023

2018-2019

Confidential Client

- Analyzed and provided investment feedback for different Game Engines

1/2014 – 3/2014

Acres 4.0

Position – Game Engineer

Responsibilities - Develop new technologies for casino marketing and Pulltab gaming markets.

Supervise a team of developers, mathematicians, and QA engineers while designing and implementing client software packages.

5/2012 – 4/2013

Bally Technologies

7/1999 – 11/2011

Position - Platform Architect

Responsibilities - Develop new technologies for Class 2 and Lottery gaming markets

Other Positions Held - System Engineer, Firmware Engineer, Senior Firmware Engineer

TEACHING

Central Michigan University Tenured Full Professor Computer Science 9/13 - 12/19

Average Overall Teaching Effectiveness (Student Opinion Surveys) 3.93/4.0

125 Independent Studies Supervised

2 Masters Thesis Supervised

2018 Excellence in Teaching Award

2019 – Full Professor

2016-2019-Associate Professor

2013-2016-Assistant Professor

University of Nevada, Reno 9/2012 - 12/2012

CPE 491/691 - Introduction to Gaming and Slot Machine Development Fall 2012

Truckee Meadows Community College 9/2007 - 12/2008

2008 Excellence in Teaching Award

CIT198B - Introduction To Game Programming Fall 2008

CS202 - Introduction to C++ Programming Spring 2008

CS202 - Introduction to C++ Programming Fall 2007

SCHOLARLY ACTIVITIES

Journal Publications

(J9) **Autonomous Landing of a Drone using Smart Vision.** Taylor Ripke and Tony Morelli.

International Journal of Engineering Research & Technology (IJERT). Volume. 7 - Issue. 11 ,
November – 2018.

(J8) **Ring Board – Dynamic Keyboard for fist based data entry.** Brad Wojik, Tony Morelli, Bryan

Hoeft. The Journal on Technology and Persons with Disabilities. 2018 California State
University, Northridge. Volume 6 March 2018. Pp 82-93.

(J7) **Cooperative Robot-Drone Agents for Obstacle Avoidance using Smart Vision.** Taylor

Ripke, Kellen Reason, and Tony Morelli. International Journal of Engineering Research &
Technology (IJERT). Volume. 6 - Issue. 05 , May – 2017.

(J6) **Orientation Based Accelerometer Analysis (OBAA) for Mobile Gestures: Memorable**

Authentication. Andrew Holland and Tony Morelli. GSTF Journal on Computing (JoC).
January 2017, Vol 5 No 2. pp 53-57.

(J5) **Analysis of Player Preference in Networked Audio Games.** Kevin Andrews, Michael

Forzano, and Tony Morelli. Journal on Technology and Persons with Disabilities. pp 79-90.
2016 California State University, Northridge.

- (J4) **In-Game Minecraft Quests for Elementary Education.** Jonathon Kissinger and Tony Morelli. International Journal for Innovation Education and Research 3.8 (2015).
- (J3) **Ouya: The Launch of a New Video Game Paradigm.** Jonathon Kissinger and Tony Morelli. Journal of Computing Vol 3 No 4, Pages 48-54, July 2014.
- (J2) **Real-time Sensory Substitution to Enable Players who are Blind to Play Video games using Whole Body Gestures,** Tony Morelli and Eelke Folmer. Entertainment Computing, 5(1) Pages 83 – 90, 2013.
- (J1) **Improving the lives of youth with VI through exergames.** Tony Morelli, John Foley, Lauren Lieberman, and Eelke Folmer. INSIGHT: Research and Practice in Visual Impairment and Blindness, Volume 4, Number 4, Pages 160-170 Fall 2011. Allen Press.

Conference Publications

- (C29) **Effective Alerts for Autonomous Solutions to Aid Drivers Experiencing Medical Anomalies.** Mariah Havro and Tony Morelli. HCI in Mobility, Transport, and Automotive Systems. Automated Driving and In-Vehicle Experience Design . HCII 2020. Springer Nature Switzerland AG 2020 pp 1-10.
- (C28) **Using Virtual Reality to Create an Inclusive Virtual Drumming Environment.** Jacob Jewell and Tony Morelli. Universal Access in Human-Computer Interaction. Theory, Methods and Tools. HCII 2019. Lecture Notes in Computer Science, vol 11572. Springer, Cham. pp 569-577.
- (C27) **A Smart Vision Based Keyboard and Mouse for Users with Motor Impairments.** Taylor Ripke, Tony Morelli, Eric O’Sullivan. Universal Access in Human-Computer Interaction. Multimodality and Assistive Environments. HCII 2019. Lecture Notes in Computer Science, vol 11573. Springer, Cham. pp 323-333.
- (C26) **Dynamic Keypad – Digit Shuffling for Secure PIN Entry in a Virtual World.** Andrew Holland and Tony Morelli. Proceedings of HCII 2018. Virtual, Augmented and Mixed Reality: Interaction, Navigation, Visualization, Embodiment, and Simulation. HCI International. Las Vegas, NV. July 2018. Pp 102-111.
- (C25) **Virtual to Functional Reality - Using Virtual Reality to Teach Individuals With Intellectual Disability Real World Skills.** Tony Morelli, Jordan Shurr, Angie Jasper, Meagan McCollow, Molly Rossman, and Ethan Coggins. Proceedings of Meaningful Play 2016. East Lansing, MI.
- (C24) **Augmented Personal Experience – Run Time Video Game Accessibility.** Taylor Ripke and Tony Morelli. Proceedings of Meaningful Play 2016. East Lansing, MI.
- (C23) **Virtual Reality Navigation Simulation for Users Who are Blind.** Tony Morelli, Ethan Coggins, Ethan Coggins, Kevin Andrews, Kumar Yelamarthi and Ahmed Abdelgawad. Proceedings of IEEE 59th International Midwest Symposium on Circuits and Systems (MWSCAS 2016). Abu Dhabi, UAE.
- (C22) **A Four-Layer Wireless Sensor Network Framework for IoT Applications.** Kevin

Laubhan, Khaled Talaat, Sarah Riehl, Tony Morelli, Ahmed Abdelgawad and Kumar Yelamarthi. Proceedings of IEEE 59th International Midwest Symposium on Circuits and Systems (MWSCAS 2016). Abu Dhabi, UAE.

- (C21) **Analysis of Game Console Accessibility for Users who are Blind.** Tony Morelli, Kevin Andrews, and Taylor Ripke. To Appear. Proceedings of DiGRA/FDG 2016. Dundee, Scotland.
- (C20) **Haptic Relay - Including haptic feedback in online video game streams.** Tony Morelli. Proceedings of HCII 2016. HCI International. Toronto, ON Canada. August 2016.
- (C19) **Using Virtual Reality to Enhance Vision for People Who Are Blind in One Eye.** Tony Morelli and Michael Ostrander. Proceedings of HCII 2016. HCI International. Toronto, ON Canada. August 2016.
- (C18) **Back-Pointer - Fitts' Law analysis of natural mobile camera based interactions.** Tony Morelli and Taylor Ripke. IEEE-GEM Games Entertainment and Media Conference. Toronto, ON. October 14-16, 2015.
- (C17) **Presenting a Standard Slot Machine as an Interactive Racing Game.** Tony Morelli. IEEE-GEM Games Entertainment and Media Conference. Toronto, ON. October 14-16, 2015.
- (C16) **Usability of Touchpad Based Game Controller Interfaces.** Jonathon Kissinger and Tony Morelli. Proceedings of HCII 2015. HCI International. Los Angeles, California. August 2015.
- (C15) **Usability of Back of Device Virtual Buttons.** Tony Morelli, Ethan Coggins, and Molly Rossman. Proceedings of Foundations of Digital Games 2015.
- (C14) **Towards More Accurate Open Source Kart Race Balancing.** Tony Morelli. IEEE-GEM Games Entertainment and Media Conference – October 22-24, 2014.
- (C13) **Introduction to Slot Machine Development: A Course For CS Majors.** Tony Morelli. Proceedings of Foundations of Digital Games – April 2014.
- (C12) **An Exergame to Improve Balance in Children Who Are Blind,** Tony Morelli, John Foley, Lauren Lieberman, and Eelke Folmer. Proceedings of Foundations of Digital Games - April 2014.
- (C11) **Video Game Industry as a Complex Network,** Tony Morelli and Mehmet Hadi Gunes, 2nd Workshop on Social Network Analysis in Applications (SNAA 2012), Istanbul, Turkey, Pages 1183-1188. 8/26/2012
- (C10) **TwuiST: A Discrete Tactile-Proprioceptive Display for Eye and Ear Free Output on Mobile Devices,** Tony Morelli and Eelke Folmer, Proceedings of IEEE Haptics Symposium 2012, Pages 443-450, Vancouver, Canada March 2012
- (C9) **Spatial Gestures using a Tactile-Proprioceptive Display.** Eelke Folmer and Tony Morelli, In Proceedings of Tangible Embodied Interaction 2012. Pages 139-143, Kingston, Canada. February 2012

- (C8) **Real-time Sensory Substitution to Enable Players who are Blind to Play Gesture based Video Games.** Tony Morelli and Eelke Folmer. Proceedings of Foundations of Digital Interactive Games, Pages 147-153, Bordeaux France, June 2011.
- (C7) **Pet-N-Punch: Upper Body Tactile/Audio Exergame to Engage Children with Visual Impairments into Physical Activity.** Tony Morelli, John Foley, Lauren Lieberman and Eelke Folmer. Proceedings of Graphics Interface. Pages 223-230, St John Newfoundland. May 2011.
- (C6) **VI-Bowling: Tactile/Audio Motor Learning Exergame for Users who are Visually Impaired.** Tony Morelli, Eelke Folmer. In proceedings of the 12th international ACM SIGACCESS conference on Computers and Accessibility. Pages 179-186, Orlando, Florida, October 2010
- (C5) **VI-Tennis: a Vibrotactile/Audio Exergame for Players who are Visually Impaired.** Tony Morelli, John Foley, Luis Columna, Lauren Lieberman, Eelke Folmer. Proceedings of ACM Foundations of Digital Interactive Games 2010. Pages 147-154, Monterey, California. June 2010.
- (C4) **Comparison Of Vibrotactile/Audio And Audio Cues While Playing An Exergame For Users Who Are Blind.** John Foley, Eelke Folmer, Tony Morelli, Meghan Morningstar, Nicole Corcoran, Lauren Lieberman. 57th Annual Meeting and inaugural World Congress on Exercise is Medicine of the American College of Sports Medicine 2010
- (C3) **Haptic/audio based exergaming for visually impaired individuals.** Anthony Morelli. ACM SIGACCESS Accessibility and Computing Issue 96 (January 2010) Pages: 50-53
- (C2) **Game Teleporter: A Development Tool For Everyone.** Anthony Morelli, Dwight Egbert. Frontiers in Education 2007
- (C1) **Finding attack strategies for predator swarms using genetic algorithms.** Ryan Leigh, Tony Morelli, Sushil Louis, Monica Nicolescu, Chris Miles. Congress on Evolutionary Computation 2005

Invited Conference Talks

- (T6) **Real Money Wagering – A different kind of game.** *Wrexham.Games Conference. December 6, 2024.*
- (T5) **Spotlight on Start-Up Gaming Tech Entrepreneurs: The Lawyer Services they need and How to Gain Their Trust.** *International Masters of Gaming Law (IMGL) 2022 Spring Conference. April 28 2022.*
- (T4) **History of Video Game Hacking: Why the need for a cybersecurity strategy and the threat to commerce.** *Macomb County Cyber Compliance & Risk Management For DoD Contractors. October 18, 2017.*
- (T3) **History of Video Game Hacking: Atari 2600 - Playstation 4 – The perils of commerce and the cat and mouse game between hackers and console manufacturers.** *Isabella County Cyber Compliance & Risk Management For DoD Contractors. May 15, 2017.*

- (T2) **Using Virtual Reality to Enhance the Experience for Users who are Blind.** Kevin Andrews and Tony Morelli. MCEC 2016. 76th Annual Conference Michigan Council for Exceptional Children. Grand Rapids, MI. March 2016.
- (T1) **Free, Online Accessible Exergames To Get Students Moving.** Gayle Underwood and Tony Morelli. MCEC 2015. 75th Annual Conference Michigan Council for Exceptional Children. Grand Rapids, MI. March 2015.

Peer Reviewed Game Demos

- (G8) **VR-Drummer**, Jacob Jewel and Tony Morelli. Meaningful Play 2018. East Lansing, MI.
- (G7) **VR-Rades**, Tony Morelli and Molly Rossman. Meaningful Play 2016. East Lansing, MI.
- (G6) **Rangers Vs Planners**, Tony Morelli and Joe Packer. Meaningful Play 2016. East Lansing, MI.
- (G5) **Mountain VR**, Cuyler Quint and Tony Morelli. Meaningful Play 2016. East Lansing, MI.
- (G4) **Face Race**, Tony Morelli. IEEE-GEM 2015. Toronto, ON.
- (G3) **SonicWalker**, Tony Morelli, Ethan Coggins, and Molly Rossman. Foundations of Digital Games - June 2015.
- (G2) **Balance Coin**, Tony Morelli and John Foley. International Academic Conference on Meaningful Play. October 16-18, 2014
- (G1) **VI-SKI**, Tony Morelli, John Foley, Lauren Lieberman, and Eelke Folmer. Foundations of Digital Games - April 2014.

Conference Posters

- (P4) **Collaborative Augmented Reality Game Development for Student Learning.** Tony Morelli, Joe Packer, Daria Kluver, Wendy Robertson, Daniela Teodorescu, Ana Dias, Andrew Dunn. 2017 Great Lakes Conference on Teaching and Learning. May 8-10 2017. Mt Pleasant, MI.
- (P3) **Exergames: Developing Sensory Substitution Utilizing Enhanced Auditory and Vibrotactile Cues.** Taylor Ripke and Tony Morelli. 2016 ASEE NCS Conference.
- (P2) **Gesture Based Authentication.** Andrew Holland and Tony Morelli. 2016 ASEE NCS Conference.
- (P1) **V2FR: Practical skills via virtual reality for students with significant disabilities.** Andrea Jasper, Meagan McCollow, Jordan Shurr and Tony Morelli. Council for Exceptional Children (CEC) 2016 Convention and Expo. St Louis, MO. April 13-16 2016.

Workshops

- (W3) **The Power of Game Based Learning – Rapid Prototyping.** Tony Morelli, Joe Packer, Daria Kluver, Wendy Robertson, Daniela Teodorescu, Ana Dias, Andrew Dunn, Jonathon Truitt. 2017 Great Lakes Conference on Teaching and Learning. May 8-10 2017. Mt Pleasant, MI.

- (W2) **The Power of Game Based Learning.** Elizabeth VanDeusen Macleod, Kristina Rouech, Katie Reck, Georgios (George) Perdikakis, Daria Kluver, Tony Morelli, Wendy Robertson, and Jonathon Truitt. 2016 Great Lakes Conference on Teaching and Learning. May 9-11 2016. Mt Pleasant, MI.
- (W1) **Whole body Exergaming for users who are Visually Impaired.** Tony Morelli, Eelke Folmer. ACM CHI 2010

Patents

(P17) Watermarking for Electronic Pull-Tab Gaming

Weaver; Jon (Saint Paul, MN), Morelli; Anthony M. (Mt. Pleasant, SC), US Patent 12,367,737. issued July 22, 2025.

(P16) Virtual World Gaming Tournament With Skill-Based Bonus Game

Weaver; Jon (Saint Paul, MN), White; Warren R. (Reno, NV), Morelli; Anthony M. (Mt. Pleasant, MI), Hermansen; William D. (Reno, NV) US Patent 12,347,274, issued July 1, 2025.

(P15) Mobile Promotional Bingo Game For Personal Mobile Devices. Weaver; Jon (Saint Paul, MN), Morelli; Anthony M. (Mt. Pleasant, MI), Hermansen; William D. (Reno, NV), Cross, Mason E. (Mt. Pleasant, MI) US Patent 12,165,475, issued December 10, 2024.

(P14) Centralized mobile wagering and video presentation

Weaver; Jon (Saint Paul, MN), White; Warren R. (Reno, NV), Morelli; Anthony M. (Mt. Pleasant, MI), Hermansen; William D. (Reno, NV) US Patent 12,094,304, issued September 17, 2024.

(P13) Electronic Wagering. Acres; John F. (Las Vegas, NV), White; Warren (Reno, NV), Dailey; Mark N. (Las Vegas, NV), Hermansen; William Dale (Reno, NV), Morelli; Anthony (Reno, NV), White; Alex (Las Vegas, NV), Luciano; Cyrus A. (Reno, NV), Schmitz; John G. (Henderson, NV), King; Andrew (Las Vegas, NV), Ferguson; Patrick B. (Las Vegas, NV) US Patent 11,670,138, issued June 6, 2023.

(P12) Anonymous funding of an online account with cash

Weaver; Jon (Saint Paul, MN), White; Warren R. (Reno, NV), Morelli; Anthony M. (Mt. Pleasant, MI), US Patent 11,651,363, issued May 16, 2023.

(P11) Centralized mobile wagering and video presentation

Weaver; Jon (Saint Paul, MN), Morelli; Anthony M. (Mt. Pleasant, MI), Cross; Mason E. (Mt. Pleasant, MI), Hermansen; William D. (Reno, NV) US Patent 11,386,744, issued July 12, 2022.

(P10) Centralized mobile wagering and video presentation

Weaver; Jon (Saint Paul, MN), White; Warren R. (Reno, NV), Morelli; Anthony M. (Mt. Pleasant, MI), Hermansen; William D. (Reno, NV) US Patent 11,361,625, issued June 14, 2022.

(P9) Centralized mobile wagering and video presentation

Weaver; Jon (Saint Paul, MN), White; Warren R. (Reno, NV), Morelli; Anthony M. (Mt. Pleasant, MI), Hermansen; William D. (Reno, NV) US Patent 11,238,704, issued February 1, 2022.

(P8) Virtual world gaming tournament with live host

Weaver; Jon (Saint Paul, MN), White; Warren R. (Reno, NV), Morelli; Anthony M. (Mt. Pleasant, MI), Hermansen; William D. (Reno, NV) US Patent 11,232,680, issued January 25, 2022.

(P7) Centralized mobile wagering and video presentation.

Weaver; Jon (Saint Paul, MN), White; Warren R. (Reno, NV), Hermansen; William D. (Reno, NV), Morelli; Anthony M. (Mt. Pleasant, MI) US Patent 11,210,906, issued December 28, 2021.

(P6) Linked bingo tournament having a tournament prize and a progressive prize.

Weaver; Jon (Saint Paul, MN), White; Warren R. (Reno, NV), Morelli; Anthony M. (Mt. Pleasant, MI), Hermansen; William D. (Reno, NV) US Patent 11,100,757, issued August 24, 2021.

(P5) Electronic Wagering. Acres; John F. (Las Vegas, NV), White; Warren (Reno, NV),

Dailey; Mark N. (Las Vegas, NV), Hermansen; William Dale (Reno, NV), Morelli; Anthony (Reno, NV), White; Alex (Las Vegas, NV), Luciano; Cyrus A. (Reno, NV), Schmitz; John G. (Henderson, NV), King; Andrew (Las Vegas, NV), Ferguson; Patrick B. (Las Vegas, NV) US Patent 10,872,504, issued December 22, 2020.

(P4) Electronic Wagering. Acres; John F. (Las Vegas, NV), White; Warren (Reno, NV),

Dailey; Mark N. (Las Vegas, NV), Hermansen; William Dale (Reno, NV), Morelli; Anthony (Reno, NV), White; Alex (Las Vegas, NV), Luciano; Cyrus A. (Reno, NV), Schmitz; John G. (Henderson, NV), King; Andrew (Las Vegas, NV), Ferguson; Patrick B. (Las Vegas, NV) US Patent 10,586,428, issued March 10, 2020.

(P3) Centralized tournament game. Weaver; Jon (Saint Paul, MN), White; Warren R. (Reno,

NV), Hermansen; William D. (Reno, NV), Morelli; Anthony M. (Mt. Pleasant, MI) US Patent 10,515,514, issued December 24, 2019.

(P2) Centralized mobile wagering and video presentation. Weaver; Jon (Saint Paul, MN),

White; Warren R. (Reno, NV), Morelli; Anthony M. (Mt. Pleasant, MI), Hermansen; William D. (Reno, NV) US Patent 10,453,312, issued October 22, 2019.

(P1) Electronic Wagering. John F. Acres, Warren White, Mark Dailey, Dale Hermanson, Tony

Morelli, Alex White, Cyrus Luciano, John Schmitz, Andrew King. US Patent 9,691,222 B2, issued June 3, 2016.

Patent Application

System and Methods for Automatically Creating a Composite Image from a Plurality of Images. Harold Wildey, Anthony Morelli, Ryan Soulard. US Patent Application No.

AWARDS

2023 International Gaming Awards	2/2023
US Gaming Company of the Year (Pilot Games)	
2023 International Gaming Awards	2/2023
Best Innovative Bingo Product (Pilot Games)	
2022 International Gaming Awards	2/2022
Unique Gaming Company of the Year (Pilot Games)	
2021 International Gaming Awards	2/2021
US Gaming Company of the Year (Pilot Games)	
2019 International Gaming Awards	2/2019
Gaming Operator - Americas (Pilot Games)	
2018 Central Michigan University	8/2018
Excellence in Teaching Award – College of Science and Engineering	
2017 Central Michigan University	5/2017
Excellence in Teaching (Nominated)	
2011 University of Nevada Outstanding Graduate Dissertation	5/2012
Non-Visual Natural User Interfaces	
2010 da Vinci Award Finalist	9/2010
VI Fit	
2008 Truckee Meadows Community College	5/2008
Excellence In Teaching - Computer Technologies	

ACTIVITIES

Central Michigan University	9/2013-12/2019
Events Organized –	
ExtravaGAMEza XI	Fall 2019
Extra-Life	Fall 2019
ExtravaGAMEza X	Spring 2019
Global Game Jam (USA Regional Organizer)	Spring 2019
ExtravaGAMEza IX	Fall 2018
Extra-Life	Fall 2018
ExtravaGAMEza VIII	Spring 2018
Global Game Jam (USA Regional Organizer)	Spring 2018
ExtravaGAMEza VII	Fall 2017
CMU Hackathon	Fall 2017
Extra-Life	Fall 2017
ExtravaGAMEza VI	Spring 2017
Relay for Life (40 Years of games in 40 Hours)	Spring 2017
Global Game Jam (USA Regional Organizer)	Spring 2017
ExtravaGAMEza V	Fall 2016
CMU/General Motors Hackathon	Fall 2016
Extra-Life	Fall 2016
Global Game Jam	Spring 2016
ExtravaGAMEza IV	Spring 2016
Relay for Life (40 Years of games in 40 Hours)	Spring 2016
ExtravaGAMEza III	Fall 2015
Extra-Life	Fall 2015

Mid-Term Tourneys	Fall 2015
ExtravaGAMEza II	Spring 2015
Global Game Jam	Spring 2015
ExtravaGAMEza	Fall 2014
Brawl at the Bovee	Fall 2014

University Service –	
College of Science and Engineering – Website Committee	2016-2018
University Curriculum Committee	2016-2019
Multi-Media Design Committee	2013-2019
University Senator	2014-2019
Academic Advisor	2014-2019