

Peter Christiansen

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Education

PhD in Communication, University of Utah. 2020
Dissertation: *Narratives of Progress in Virtual Worlds: The Rhetoric of Scientism in the Civilization Series*
MA in New Media Studies, University of Utah 2013
BSc in Communication Technology, University of Utah. Magna Cum Laude 2008
Associate of Science from Utah Valley State College 2002

Certifications

Certificate in Arts and Technology from University of Utah 2008

Projects

Games

Adventure Time: The Quest for the Two Chests

- Created in 48 hours for Adventure Time Game Jam
- Created with AS3, Flixel, Gimp, Audacity
- Called "Must-Play" by Wired: <http://www.wired.com/2012/09/adventure-time-game-jam/>

ASPIRE Simple Machines Lab

- Responsible for game design, art and animation for series of physics activities
- 6,000-7,000 daily active users as of January 2016.

Open Source

HaxeFlixel FlxTilemapExt

- Extended Tilemap class for HaxeFlixel game development framework
- Adds support for defining multiple slope and one-way directional tiles
- Available online at: <http://haxeflixel.com/demos/FlxTilemapExt/>

Publications

Christiansen, Peter (2017). Captain Blood. In R. Mejia, J. Banks, and A. Adams (Eds.) *100 Greatest Video Game Franchises*. Lanham, Maryland: Rowman & Littlefield.

Christiansen, Peter. (2014) Players, Modders, and Hackers. In Nate Garrelts (Ed.) *Understanding Minecraft*. Jefferson, North Carolina: McFarland Press.

Christiansen, Peter. (2014). The ASPIRE Program: Using Game-Based Learning to Reach Massive Audiences. In Dana Ruggiero (Ed.) *Cases on the Societal Effects of Persuasive Games*. Hershey, PA: IGI Global.

Christiansen, Peter. (2013). Between a Mod and a Hard Place. In Erik Champion (Ed.) *Game Mods: Design, Theory and Criticism*. Pittsburgh, Pennsylvania: ETC Press.

Employment

Jun 2010–Present

Game Developer at ASPIRE

- Designed and developed educational games
- Worked with educators to develop learning goals
- Led Team of 1-3 programmers and artists

Mar 2020–Present

Clearlink

- Staff Writer for HighSpeedInternet.

Mar 2020–Dec 2020

Senior Programmer at Fresh Air Studios

- Worked on UI for a blockchain-based CCG built using Unity and C#.

Oct 2019–Nov 2019

Senior Programmer at Imagination

- Programmed UI using Haxe and Starling.

Aug 2008–Dec 2012

Instructor in Department of Communication at the University of Utah.

- Taught courses in Videogame Studies, New Media, Web Design

Jan 2007–May 2007

Teaching Assistant for Arts Technology Program at the University of Utah

- Assisted instructor in Flash development courses

Nov 2005–Jan 2008

Flash Programmer at Robotronics Inc.

- Developed online educational games

Languages

English (Fluent)
Spanish (Working Proficiency)