

Jack Hart (they/them)

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Education:

MSc Game Science & Design at Northeastern University, Boston MA May 2019

BSc Psychology at the University of Central Florida, May 2017

Employment History:

Northeastern Game Studio Oct. 2017 - August 2019

- Developed and conducted research for StudyCrafter a “platform where users can participate and create social experiments to advance our understanding of human behavior”
- Designed game based research through StudyCrafter
- Usability and design of StudyCrafter application and website

UCF Institute for Simulation and Technology/Army Research Laboratory Aug. 2016 - June 2017

- Contract worker as a research assistant in Jessie Y.C. Chen’s lab on robotic trust.
- A/B Testing
- Study Development
- Data Collection with Eye-trackers

UCF PeRL Lab January 2016 - October 2016 - Research Assistant

- Primarily assisted with data collection.
- Trained on physiological data collection measures (EKG).

Design Interactive Inc. Feb. 2015 - June 2016 - Scientist Intern

- User research and development on Augmented reality Sand Table (ARES)
- Writer on narrative-based game on sexual assault training for the Navy

Independently developed games(All games below were solely developed by me with Unity)

- [Blockvania](#) - Mini metroidvania developed for masters thesis.
- [Bad Tetris](#) - Hybrid game that combines tetris and a 3D platformer
- [You Are A Whale](#) - Surrealist walking simulator about sky whales

Skills & Software

Unity, Knowledge of C#, R, Microsoft & Google office products, SVG editors, TeX software, Audacity, Eyetrackers, Galvanic Skin Response

Academic Publications

Sam Snodgrass, Omid Mohaddesi, Guillermo Romera Rodriguez, Jack Hart, Christoffer Holmgård, and Casper Hartevelde. Like PEAS in PoDS: The Player- Environment-Agents-System Framework for the Personalization of Digital Systems. In _The 2019 International Conference on the Foundations of Digital Games (FDG), 2019_ (accepted)

Hartevelde, C., Snodgrass, S., Mohaddesi, O., Hart, J., Corwin, T., & Romera Rodriguez, G. (2018, October). The Development of a Methodology for Gamifying Surveys. In Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts (pp. 461-467). ACM.

Schmidt-Daly, T. N., Riley, J. M., Hale, K. S., Yacht, D., & Hart, J. (2016). *Augmented REality Sandtables (ARESS) Impact on Learning* (No. ARL-CR-0803). Design Interactive, Inc. Orlando United States.