Laine Nooney
Curriculum vitae

Department of Media, Culture, and Communication
New York University

239 Greene St.
New York, NY 10003

POSITIONS

2024 — Associate Professor of Media and Information Industries
Department of Media, Culture, and Communication, New York University

2017 — 2024 Assistant Professor of Media and Information Industries
Department of Media, Culture, and Communication, New York University

2015 — 2017 Assistant Professor of Digital Media
School of Literature, Media, and Communication, Georgia Institute of Technology

2014 — 2015 Postdoctoral Researcher, Intel Science and Technology Center for Social Computing
Department of Media, Culture and Communication, School of Culture, Education, and Human Development, New York University

EDUCATION

2014 Ph.D. Cultural Studies, Women's and Gender Studies Graduate Certificate
Department of Cultural Analysis and Theory, Stony Brook University
Dissertation Title: "Sierra On-Line and the Archaeology of Video Game History"

2006 M.A. English—Cultural Studies,Department of English, Kansas State University

2004 B.F.A., University of Dayton, Graphic Design, Minor in History

PUBLICATIONS

Author names ordered by contribution with the primary author's name first.

Monographs

2023 **L. Nooney.** *The Apple II Age: How the Computer Became Personal* (University of Chicago Press) May 2023.
Reviewed in: *The New Yorker*, May 18, 2023; *Technology & Culture*, January 2024; *Information and Culture*, 59(1), 2024; *Isis*, September 2024; *Journal of Communication*, 74(6), December 2024.
Audiobook released 25 June 2024. Paperback Spring 2025.
Translations: Japanese (Fukumara Shuppan Inc), August 2025; Korean (Onlybook Co.), under contract.

Refereed Journal Articles

2020 **L. Nooney**, Kevin Driscoll and Kera Allen. "From Programming to Products: *Softalk* Magazine and the Rise of the Personal Computer User." *Information & Culture.* 55(2).

2020 **L. Nooney**. "The Uncredited: Work, Women and the Making of the American Computer Game Industry.'" *Feminist Media Histories*. 6(1).

2019 **L. Nooney** and Tega Brain. "A 'Speculative Pasts' Pedagogy: Where Speculative Design Meets Historical Thinking." *Digital Creativity*. 30(4).

2017 **L. Nooney.** "Let's Begin Again: Sierra On-Line and the 'Origins' of the Graphical Adventure Game." *American Journal of Play*. 10(1).

2013 **L. Nooney.** "A Pedestal, A Table, A Love Letter: Archaeologies of Gender in Video Game History." *Game Studies*. 13(2).

Book Chapters

2024 **L. Nooney.** "Running the Numbers: *VisiCalc*, Personal Computing, and the Speculative Entrepreneur of 1980s America." In *Greedy Science*. Eds. Michael Gordin and Patrick McCray. Johns Hopkins University Press.

2022 **L. Nooney.** "'Have Any Remedies for Tired Eyes?': Computer Pain as Computer History." In *Abstractions and Embodiments: New Histories of Computing and Society*. Eds. Janet Abbate and Stephanie Dick. Johns Hopkins University Press.

2021 **L. Nooney.** "On Footwork: Finding the Local in American Video Game History." In *Game History and the Local*. Ed. Melanie Swalwell. Palgrave MacMillan.

Publications in Development

L. Nooney. *Before We Were Gamers: Remembering and Forgetting an Industry's Dawn.* Monograph on the rise of the American computer game industry told through the case study of Sierra On-Line.

Guest-Edited Journal Issues

2014 **L. Nooney** and Laura Portwood-Stacer, eds. *Journal of Visual Culture*. Special Issue: Internet Memes and Visual Culture. 13(3).

Published Oral Histories

2026 **L. Nooney.** "Actor, Writer, Technology Spirit: And Interview with Leigh Alexander (Part 2)." *ROMchip: A Journal of Game Histories.* 8(1).

2025 **L. Nooney**. "Actor, Writer, Technology Spirit: And Interview with Leigh Alexander (Part 1)." *ROMchip: A Journal of Game Histories.* 7(2).

Exhibition Catalogs

2023 **L. Nooney** and John Sharp. *Shall Make, Shall Be: The Bill of Rights at Play*. Published by Carnegie Mellon University/The Frank Ratchye STUDIO for Creative Inquiry.

Introductions, Short Essays, and Encyclopedia Entries

2025 **L. Nooney.** "History in the Making: *The Encyclopedia of the Game Industry*." *Journal of Cinema and Media Studies.* Teaching Dossier. 10(4).

2021 **L. Nooney**. "Leisure Suit Larry in the Land of the Lounge Lizards." In *Supercade: A Visual History of the Videogame Age, 1985-2001*. Ed. Van Burnham. Supercade Press.

2019 **L. Nooney**, Raiford Guins, and Henry Lowood. "Introducting *ROMchip*: What Could the History of Games Be?" *ROMchip: A Journal of Game Histories*. 1(1).

2016 **L. Nooney.** "Menu." In *Debugging Game History: A Critical Lexicon*. Eds. Raiford Guins and Henry Lowood. MIT Press.

2014 **L. Nooney** and Laura Portwood-Stacer. "One Does Not Simply Write About Memes: Introduction to the Special Issue." *Journal of Visual Culture*. Special Issue, Internet Memes and Visual Culture. 13(3).

2014 **L. Nooney.** "Easter Eggs." In *Johns Hopkins Guide to Digital Media and Textuality*. Eds. Lori Emerson, Marie-Laure Ryan and Benjamin Robertson. Johns Hopkins University Press.

2011 Raiford Guins and **L. Nooney**. "Videogames." In *Oxford Bibliographies Online: Film and Media Studies*. Ed. Krin Gabbard. Oxford University Press.

Web and Editorial Publications

2023 "'Don't Copy that Floppy': The Untold History of Apple II Software Piracy." *Motherboard*. 8 May.

2022 "One of the Most Important Women in Apple's History Never Worked for Apple." *The Verge*. 11 October.

2021 "How the Personal Computer Broke the Human Body." *Motherboard*. 12 May.

2014 "The Odd History of the First Erotic Computer Game." *The Atlantic*. 2 December.

2012 "1980s Lifehacking Software for Ladies, Gloria Steinem-Approved." *The Vault @ Slate.com*. 14 November.

2010 "Screening Her Out: Computer, Gaming, History." *Paperweight: A Newspaper of Visual and Material Culture*. 1(1).

AWARDS, GRANTS AND OTHER HONORS

Fellowships and Grants

2019 STUDIO for Creative Inquiry Research Grant (Private). Carnegie Mellon University. Co-submitted with R. Luke DuBois (NYU Tandon). $100,000.

2018 Team Teaching Grant. NYU Center for the Humanities. New York, NY. Co-submitted with Tega Brain (NYU Tandon). $2,000.

2016 GT-Mini Fire Grant for "Digital Pasts, Digital Futures Speaker Series." Georgia Tech Office of Sponsored Programs. Atlanta, GA. Co-submitted with GT Libraries retroTECH. $1250.

2015 Conference Grants-in-Aid Proposal. NYU Center for the Humanities. New York, NY. Co-submitted with Erica Robles-Anderson and Shari Wolk. $4,000.

2014 Strong Research Fellowship. Strong Museum of Play, Rochester, NY. $1,000.

2013 Faculty-Staff Dissertation Fellowship Award, Stony Brook University Graduate School. $10,000.

2012 Douglas A. Noverr Grant for Collection Enhancement for Institutions to Build Popular Culture and American Culture Research Collections, Popular Culture Association. Co-submitted with Raiford Guins and Kristen Nyitray for the William A. Higinbotham Video Game Collection. $5,000.

2007 Graduate Fellowship (6 years), Stony Brook University Comparative Literary and Cultural Studies Department.

2004 Graduate Fellowship (2 years), Kansas State University English Department.

Awards and Honors

2021 Bunk History, Best History Writing of 2021 for "How the Personal Computer Broke the Human Body" (Writing Recognition).

2021 Pocket, Best of 2021 Technology Writing for "How the Personal Computer Broke the Human Body" (Writing Recognition).

2020 History of Capitalism Summer Camp (Competitive Honor). Cornell University. 12 – 25 July. **Cancelled due to COVID-19.

2016 Association for Computing Machinery Oral History Workshop (Competitive Honor). University of North Carolina, Chapel Hill. 11 – 13 May.

2014 Softalk Apple Project Researcher of the Year Award.

2012 Provost's Graduate Student Lecture Series (Competitive Honor). Stony Brook University.

2012 2nd Annual Princeton-Weimar Summer School for Media Studies (Competitive Honor). Princeton University. 17 – 23 June.

2007 2nd Annual Winterhouse International Student Award for Design Writing & Criticism, sponsored by the American Institute of Graphic Arts. $1000.

2005 Cultural Studies Essay Award, Kansas State University English Department.

Travel Grants

2012 National Meeting Travel Grant, Society for the History of Technology. $700.

2012 Distinguished Travel Award, The Graduate Student Organization at Stony Brook University. $975.

2012 Graduate Student Employees Union Professional Development Award. $750.

2011 Michael Schoenecke Travel Grant for Graduate Students to the National Conference, Popular Culture Association. $300.

INVITED KEYNOTES, LECTURES, PANELS AND WORKSHOPS

Invited Keynotes

Hour long invited talks given as the headliner to an all-day or multi-day conference or event

2025 INIT HELLO. Hunt Valley, MD. "The Apple II Age Book Talk." 26 July.

GRADE Oral History Training School. Charles University, Prague, Czech Republic. 28 – 29, August.

2017 Progression Mechanics. Northwestern University. Evanston, IL. "Game Histories, Game Futures: Notes from the 'Little Silicone Valley.'" 16 September.

Invited Lectures

Hour long invited talks given as a standalone event or within a conference of other invited talks

2024 University of Texas, Austin, The Studio for Mediating Play. "Divide and Conquer: Game Engines and the Division of Labor." Virtual. 25 April.

2023 The Internet Archive. "Virtual Book Talk: *The Apple II Age*." Virtual. 13 July.

2022 University of Utah, Program in Entertainment Arts and Engineering. "Divide and Conquer: Game Engines and the Division of Labor" 1 December.

2022 Johns Hopkins University, Department of History of Science and Technology. "Divide and Conquer: Game Engines and the Division of Labor at Sierra On-Line, 1984-1996." 3 March.

2021 The Circulation of Computer Knowledge beyond Schooling, 1980-2000. Zurich University, Virtual. "From 'Computing in the Home' to 'Home Computing': The Construction of Computational Living in the 1980s US Software Market." 16-17 September.

2020 Game Developer's Conference. Moscone Center. San Francisco, CA. "The Uncredited: A Lost History of Labor in Games." 18-22 March. **Cancelled due to COVID-19.

2020 Stevens Institute of Technology. Hoboken, NJ. "Video Game History at the Kitchen Table." 4 February.

2020 MAGfest: Music and Games Festival. National Harbor, DC. "The Uncredited: A Lost History of Labor in Games." 4 January.

2019 Carnegie Mellon University. Pittsburg, PA. "Game Histories Otherwise: Notes from the 'Little Silicone Valley.'" 11 April.

2018 History of Science Lecture Series. Columbia University. New York, NY. "Game Histories Otherwise: Notes from the 'Little Silicone Valley.'" 26 September.

2018 Game Developer's Conference. Moscone Center. San Francisco, CA. "Beneath the Flesh of Walls: The Making of *Mystery House*." 22 March.

2017 Computing is Work! Siegen University. Siegen, Germany. "Games are Work: Notes from the Little Silicone Valley." 8 July.

2017 Techniques of the Corporation. University of Toronto. Toronto, Canada. "On Footwork: How to Get People Talking in a Town that Wants to Forget." 5 May.

2017 Game Developer's Conference. Moscone Center. San Francisco, CA. "Save Yourself: Game History is in Your Hands." 1 March.

2016 PRACTICE: Game Design in Detail. New York University. New York, NY. "Beneath the Flesh of Walls: The Making of Roberta Williams' *Mystery House*." 13 November.

2016 NYU Game Center Speaker Series. New York University. New York, NY. "When Indie Games Came in Ziploc Bags." 14 April.

2015 Institute for Public Knowledge. New York University. New York, NY. "Video Game History at the Kitchen Table." 30 October.

2014 School for Poetic Computation. New York, NY. "How the Computer Became Personal." 3 December.

2014 Umea University. Umea, Sweden. "The Long Now of Gamergate: How Game History Became Game Culture." 25 November.

2013 Michigan Technical University. Houghton, MI. "How We Compute History: Women, Computers and Gaming in the 1980s Household." 5 November.

2013 K-State Book Network: Ernest Cline's *Ready Player One*. Kansas State University. Manhattan, KS. "Girls Had Game: Locating a History of Women's Play We Forgot to Remember." 27 September.

2013 Personal Best: A Series on Feminist Game Design Practices. Game Center, New York University. New York, NY. "Before We Were 'Gamers': Roberta Williams, Sierra On-Line and How We Write Women into Video Game History." 26 March.

2011 Women's Week. Suffolk County Community College. Selden, NY "The Mythic Function of Lady Gaga: Playing the Witch in Popular Music and Culture." 29 March.

Invited Panels and Workshops

Standard conference talks (15-20 mins), discussions, or conversations given as an invited participant on a workshop or panel

2026 "2026 State of the Industry Panel." Organized by Beth Elderkin, Game Developers Conference. Invited Conversation. 11 March.

2024 "Life in Pixels." Virtual. Organized by Ranjodh Singh Dhaliwal. Invited Conversation. 18 April.

2024 "Dean's Pubic Square Series: Computer Pasts/Computer Futures." Virtual. Organized by NYU Steinhardt School of Culture, Education, and Human Development. Invited Speaker. 4 April.

2023 Society for the History of Technology Annual Conference. Long Beach, CA. "Researching Gender in the History of the Internet and the Web." Co-organized by Janet Abbate and Valérie Schafer. Invited Roundtable Participant. 27 October.

2023 Library Futures. Virtual. "Unacceptable Loss: Video Game Preservation in Libraries and Archives." Organized by Library Futures. Invited Speaker. 26 September.

2023 WordHack. Wonderville. New York, NY. Invited Speaker. 15 June.

2022 Circuits of Practice Book Club. Virtual. Organized by the Computer History Museum. 8 December.

2021 Society for the History of Technology Annual Conference. Virtual. "FUTURES: Making and Doing History: On Non-Traditional Modes of Critical Engagement." Organized by Crystal Lee and Ranjodh Singh Dhaliwal. Invited Panelist. 19 November.

2021 Association for Education in Journalism and Mass Communication Annual Conference. Virtual. "History of Video Gaming: Moral Panics and News Controversy in the Storytelling Medium." Organized by Gregory Perrault. Invited Panelist. 4 August.

2021 Society for Cinema and Media Studies Annual Conference. Denver, CO. "From Submission to Publication: Journal Editors Answer Your Questions!" Organized by Caetlin Benson-Allott. Invited Panelist. 2 April. **Rescheduled from 2020 due to COVID-19.

2020 MAGfest: Music and Games Festival. Washington, DC. "Video Game History Hot Sauce Gauntlet." Invited Speaker. 4 January.

2019 World Economic Forum. New York, NY. "Digital Literacy and the Rise of Gen Z" at the XR+ DQ Symposium. Invited Panelist. 20 November.

2018 Smithsonian Institution National Museum of American History. Washington, DC. "Engine Work." Invited Panelist and Workshop Participant. Video Games and Interactivity Workshop. 29 November.

2018 WordHack. Babycastles. New York, NY. Invited Speaker. 15 November.

2018 Pioneer Works MVR 3.4 Speaker Series. Brooklyn Research. Brooklyn, NY. "Computer Bodies." Invited Speaker. 8 May.

2015 Babycastles. New York, NY. "Tables, Teapots, and a Tartan Couch: Media Archaeology and Computer Histories." Invited Speaker. 8 May.

2015 FACETS. Brooklyn, NY. "Technology as Art and Digital Curation." Invited Panelist. 2 May.

2015 Diversifying Barbie and Mortal Kombat Workshop. University of Pennsylvania. Philadelphia, PA. Invited Participant. 24-25 April.

2015 WordHack. Babycastles, New York, New York. Invited Speaker. 16 April.

2014 *Introduction to Game Analysis* Book Launch. Game Center, New York University. Brooklyn, Invited Respondent. NY. 6 November.

2014 Indiecade. Culver City, CA. "The Lost History of *Softporn Adventure*." Invited Speaker. 12 October.

2014 Yellow Thread Society. New York, NY. Invited Speaker. 27 May.

2014 Society for Cinema and Media Studies. Seattle, WA. "Queer and Feminist Platform Studies Workshop." Organized by Caetlin Benson-Allott. Invited Panelist. 20 March.

2013 Grassroots Game Conference. Philadelphia, PA. "Remembering Play Differently." Invited Panelist. 16 October.

2013 Hack'n Jill Build N' Play. New York, NY. "Game Culture, Game History." Invited Panelist. 10 September.

CONFERENCES AND PRESENTATIONS

Panels Organized

Panels organized, submitted, and accepted to an open-call conference or event

2026 Game Developer's Conference. San Francisco, CA. "What's New in Game History?" 9 March.

2025 Game Developer's Conference. San Francisco, CA. "What's New in Game History?" 20 March.

2024 Game Developer's Conference. San Francisco, CA. "What's New in Game History?" 21 April.

2022 Society for the History of Technology Annual Conference. New Orleans, LA. "New Histories of American Personal Computing." 12 November.

2022 Society for Cinema and Media Studies Annual Conference. Virtual. "Beyond the GUI: New Histories of Personal Computing." 2 April.

2021 Society for Cinema and Media Studies Annual Conference. Denver, CO. "Parallel Processing: Computer History as Media Studies." Co-organized with Colette Perold. 5 April. **Rescheduled from 2020 due to COVID-19.

2017 Command Lines: Software, Power and Performance. Computer History Museum. Mountain View, CA. "Tools, Techniques and Communities: Oral History in Software History." 18 March.

2016 Society for the History of Technology. Singapore. "Making Games Go: Hardware and Software at the Intersection of Computer and Game History." Co-organized with Jacob Gaboury. 24 June.

2015 Theorizing the Web. New York, New York. "Meme, Medium, Mode." Co-organized with Laura

Portwood-Stacer. 18 April.

2015 Society for Cinema and Media Studies Annual Conference. Montreal, Canada. "How Computing Became Personal: Genealogies of Computer Culture." Co-organized with Joy Rankin. 29 March.

2013 American Studies Association. Washington, DC. "Producing Play: Labor and Leisure in Early Video Game Culture." 24 November.

2013 Society for the History of Technology. Portland, MA. "Gaming the History of Technology." Co-organized with Jacob Gaboury. 11 October.

2013 Society for Cinema and Media Studies Annual Conference. Chicago, IL. "New/Media/Archaeologies: Extensions and Interventions in Media Archaeology Methods." 7 March.

Conference Presentations and Workshops

Standard conference talks (15-20 mins), discussions, or conversations given as a participant on workshop or panel submitted to an open call conference or event

2026 MAGfest: Music and Games Festival. National Harbor, DC. "What's New in Game History?: 2026." 10 January.

2023 Society for the History of Technology Annual Conference. Long Beach, CA. "'What If?': *VisiCalc*, Spreadsheet Culture, and the Speculative Futures of 1980s America." 12 November.

2022 Society for the History of Technology Annual Conference. New Orleans, LA. "No Manual Required: Computing at Home with *The Print Shop*." 12 November.

2022 Society for Cinema and Media Studies Annual Conference. Virtual. "No Manual Required: *The Print Shop* (1984) and the Rise of the Home Productivity Software Market." 1 April.

2019 Society for Cinema and Media Studies. Seattle, WA. "Video Game History in the Age of Obsolescence." 15 March.

2018 Society for Cinema and Media Studies. Toronto, Canada. "'The Computerized Home of Tomorrow': The Xanadu Homes and the American Fantasy of Privatized, Computational Living." 16 March.

2017 Society for the Study of Social Studies. Boston, MA. "Game Engines and the Division of Labor in Game Development." 31 July.

2016 Society for Literature, Science and the Arts. Atlanta, GA. "On Footwork: How to Get People Talking in a Town that Wants to Forget." 3 November.

2016 Extending Play 3. Rutgers University. New Brunswick, NJ. "In the Beginning the World was Flat: Notes on the Sierra On-Line Game Engine." 31 September.

2016 SIGCIS Annual Workshop. Singapore. "Local Data, Local Users: A Case Study in Data Visualization for Computer History with Softalk." Co-written with Kevin Driscoll. 26 June.

2016 Society for the History of Technology. Singapore. "Puzzling Engines: Game Design and Software Innovation at Sierra On-Line in the 1980s." 24 June.

2016 Society for Cinema and Media Studies. Atlanta, GA. "What the Engine Can't Reveal: The Other Lives of Sierra On-Line's AGI Development Software." 31 March.

2016 Hands on History. London, England. "Re-Circulating Softalk: Cross-Sector Collaboration for the Visualization and Re-enactment of American Apple II Culture." Co-presented with Kevin Driscoll. 8 February.

2015 SIGCIS Annual Workshop. Albuquerque, NM. "The Infrastructure of Expertise, or What Game Engines Allow." 11 October.

2015 Extending Play. Rutgers University, New Brunswick, NJ. "Destined to Repeat Itself: The Rise and Fall of "Indie" Games, 1979-1984." 18 April.

2014 IndieCade East. Museum of the Moving Image, Astoria, NY. "When Indie Games Came in Ziploc Bags." 15 February.

2013 American Studies Association. Washington, DC. "Home Productivity: Domestic Labor, Game Development, and the Making of Sierra On-Line." 24 November.

2013 Society for the History of Technology Annual Meeting. Portland, MA. "Competition or Camaraderie?: A Cultural History of the Early 1980s West Coast Microcomputer Game Software Industry." 10 October.

2013 First International History of Games Conference. Montreal, Canada. "More Games for Mother: Roberta Williams, Sierra On-Line, and the Domestic Contexts of 1980s Computer Gaming." 22 June.

2013 Society for Cinema and Media Studies Annual Conference. Chicago, IL. "Materialist Methods for Mystery House(s): A Feminist Media Archaeology of Video Games." 7 March.

2012 Society for the History of Technology Annual Meeting. Copenhagen, Denmark. "Home is Where the Game Is: A Cultural History of Sierra On-Line and Women's Computer Gaming." 5 October.

2012 Critical Themes in Media Studies Graduate Student Conference. New School for Social Research. New York, NY. "Between Cold Gazes and Vital Bodies: Considering Neomaterial Feminist Media Archaeology." 14 April.

2012 Society for Cinema and Media Studies Annual Conference. Boston, MA. "Calculating the Kitchen: Domestic Space as Computer History." 25 March.

2011 Stony Brook Graduate Conference. Stony Brook University. New York, NY. "When the Digital Never Looked So Analog: A Media Archaeology of Retro Camera Cell Phone Apps." Co-presented with David Smucker. 11 March.

2011 Popular Culture Association National Conference. San Antonio, TX. "On the Edge of Her Screen: A New Domestic History of Computers and Computer Games." 21 April.

2010 Women and Gender Studies Graduate Conference: Cycles. Stony Brook University, New York, New York. "Mobile Women, Bipedal Bodies: Women and Technology in 1890s *Ladies' Home Journal* Advertisements." 13 March.

2009 Popular Culture Association Conference National Conference. New Orleans, LA. "Speaking the Parser: Disordered Language and the Adventure-Game." 9 April.

2008 Queer Symposium. Stony Brook University. Stony Brook, NY. "Welcome to the Genderfuck: Sex, Gender and Video Games." 14 March.

2007 Cultural Studies Conference: Entertainment! Kansas State University. Manhattan, KS. "Have You Ever Tried Not Being a Mutant?: Queer Negativity and the Question of Citizenship in the *X-Men* Films." 8 March.

2006 American Institute of Graphic Arts Design Education Conference: Design Frontier. Denver, CO. "Marking Territory in a Lonely Frontier: Graphic Design Research in an English Department" and "Guns, Gays and Swastikas: Questions of Design Power." Co-presented with Prof. Jayne Matlack-Whitaker and Emily Wallace. 2 December.

2006 English Department Graduate Student Colloquium. Kansas State University, Manhattan, KS. "No Comment: The Silence of the Swastika in Graphic Design History." 8 April.

2005 English Graduate Organization Conference. University of Florida. Gainsville, FL. "Dead Silence: Cultural Theory, Graphic Design History and the Silence of the Swastika." 27 October.

2005 Cultural Studies Association. Tucson, AZ. "Consuming the Head: Mind, Body, and Gender Reproduction in Jonathan Demme's *The Silence of the Lambs*." 22 April.

2005 Cultural Studies Conference: Visual Culture. Kansas State University. Manhattan, KS. "Low Resolution, No Resolution: Power, Responsibility, and Experiments in Graphic Design Masochism." 10 March.

2005 Cultural Studies Conference. Emporia State University. Emporia, KS. "Baudry Visits the Satellite of Love: Cinema, Ideology and Apparatus in *Mystery Science Theater 3000*." 11 February.

Conference and Event Organization

2023 Conference Co-organizer. "SIGCIS 2023: ONLINE EDITION 2.0." Annual SIGCIS Conference. Virtual. 21-23 September.

2022 Conference Organizer. "Under Construction." Annual SIGCIS Conference. New Orleans, LA. 13 November.

2021 Conference Organizer. "SIGCIS 2021: ONLINE EDITION." Annual SIGCIS Conference. Virtual. 23-25 September.

2019 Conference Organizer. "Exception Error: Fatal, Illegal, Unknown." Milan, Italy. Annual SIGCIS Conference. 27 October.

2018 Conference Organizer. "Stored in Memory: The 10th Annual SIGCIS Conference." St. Louis, MO. Annual SIGCIS Conference. 14 October.

2017 Conference Organizer. "Mix, Model, Measure: Computer as Instrument." Philadelphia, PA. Annual SIGCIS Conference. 29 October.

2017 Conference Co-Organizer. "Command Lines: Software, Power and Performance." Computer History Museum. Mountain View, CA. Co-Organized as part of SIGCIS Conferences Committee. 18–19 March.

2016 - 2017 Speaker Series Co-Organizer. "Digital Pasts, Digital Futures." Georgia Tech. Atlanta, GA. Co-organized with GT Libraries retroTECH.

2015 - 2016 Designer and Producer. "Mistakes Were Made: Computer History, Decompiled." Department of Media, Culture and Communication, New York University. New York, NY. 17 April 2015; 15 April 2016.

2013 Conference Assistant. "International Video Game History Conference." Montreal, Canada. 21–23 June.

2013 Conference Co-Organizer. "Different Games: A Conference on Diversity, Difference and Inclusivity in Games and Culture." Co-organized with Sarah Schoemann. NYU PolyTech. Brooklyn, NY. 26 – 27 April.

2011 Chief Conference Organizer. "GRIDLOCK: Cultural Analysis and Theory 2nd Annual Graduate Student Conference." Stony Brook University. New York, NY. 14 – 15 October.

2011 Co-Organizer. "4th Annual Queer Symposium." Co-organized with Jennifer Carter. Stony Brook University. Stony Brook, NY. 17 March.

2010 Keynote Coordinator. "Recycling: The Comparative Literary and Cultural Studies 1st Annual Graduate Student Conference." Stony Brook University. New York, NY. 24 – 25 September.

2008 Co-Organizer. Comparative Literary and Cultural Studies Colloquium. Co-organized with Lyudmila Razumova. Stony Brook University. Stony Brook, NY.

TEACHING EXPERIENCE ***Indicates a course developed or significantly revised*

New York University

History of Media and Communication** (UG: S23; SUM23; S24; SUM24; S26) [required for MCC major]
Computing Histories (PhD: S22)
Video Game Economies** (UG: S14–S15; F18–S20; S21-F22; F23; F25)
Histories of Computing: How the Computer Became Personal**, co-taught with Tega Brain (UG: S19; S21)
Senior Seminar: How the Computer Became Personal (UG: F17; S18)
Topics in Digital Media: Game Studies (MA: S18; F19)

Georgia Institute of Technology

Graduate Project Studio: Visualizing Computer History (F16)
Media Archaeology (Graduate Level: S16)
Principles of Information Design** (Undergraduate: S16, S17)
Game Design as Cultural Practice** (Undergraduate: F15, F16, S17)

Stony Brook University

Introduction to Cinema and Cultural Studies (Undergraduate: SUM9, SUM11, SUM12)
Gender and Genre in Film (Undergraduate: SUM10)
Video Games and Culture, co-taught with Raiford Guins (Undergraduate: S11)

William Paterson University

Publication and Design (Undergraduate: F12)
History of Modern Design (Undergraduate: S12)

Suffolk County Community College

Mythology (Undergraduate: S09, F09, S10, S13)

Kansas State University

Introduction to Argumentative Writing (Undergraduate: S05)
Introduction to Expository Writing (Undergraduate: F04, F05, S06)

ADVISING

Ph.D. Dissertation Committee, Member

2026 Alex Custodio. External Committee Member. "In the Player's Hand: Reimagining the Game Boy." Centre for Interdisciplinary Studies in Society and Culture, Concordia University.
2026 - Keaton Ireland. MCC, New York University.
2022 - Anthony Brave. Chair. MCC, New York University.
2022 - Amanda Parmer. MCC, New York University.
2019 - 2025 Aaron Doughty. Co-chair with Alex Galloway. MCC, New York University.

Ph.D. Qualifying Exam Committee, Member

2022 Amanda Parmer. MCC, New York University. 21 September.
2019 Aaron Doughty. MCC, New York University. 27 September.
2018 Aaron Plasek. History, Columbia University. 11 June.
2017 Kera Allen. History and Sociology of Science, Georgia Tech. 22 August.
2016 Albith Delgado. Digital Media, Georgia Tech. 8 December.

MA Thesis Chair

2025 – 2026 Yan Liu. "A Local Case: Understanding Chinese Game Console History through the iQue Player." MCC, New York University.
2023 - 2024 Kelly Sand. "Parental Controls: Defining Parental Control Tools in Online Platforms for Kids." MCC, New York University.
2022 - 2023 Nansong Zhou. Co-chair with Angela Xiao Wu. "From 'Spiritual Opium' to 'Electronic Heroin': Video Games during China's Market Reforms in the 1990s." MCC, New York University.
2020 - 2021 Daniel Navarro. "'Made by History': Interpreting Historical Progress in Games Through Critical Formulations." MCC, New York University.
2020 - 2021 Zhifeng Wu. "Neoliberalism as Implicit Ideology in Open-World Video Games: A Case Study of *The Witcher 3: Wild Hunt*." MCC, New York University.
2016 - 2017 Joshua Moore. Digital Media, Georgia Tech.
2015 - 2017 Mariam Naziripour. Digital Media, Georgia Tech.

MCC Undergraduate Thesis Advisor (New York University)

2021 - 2022 Grace Lim. "The 1985 Daewoo Zemmix: A History of South Korea's Information Age through a Video Game Console *(1982-1991)*"**Distinguished Thesis Award Winner.
2019 Lo Wong. "Gundam Multiverse: Expanding the Scope of Posthumanism and Transhumanism."

Independent Studies

2021 Julian Otis. "A Technological History of Interactive Digital Art." Undergraduate. Gallatin, New York University.
2021 Tony Brave. "Indigenous Game Studies." Ph.D. MCC, New York University.
2019 Tracy Boachie. "Race, Gender, and Sexuality in Video Games." MA. MCC, New York University.

SERVICE AND PROFESSIONALIZATION

Editorial, Organizational, and Academic Research Positions

2019 - Co-founding and Managing Editor, *ROMchip: A Journal of Game Histories*.
2017 - 2023 Vice-Chair of Meetings, Special Interest Group in Computing, Information and Society.
2015 - 2017 Co-founder, *Game Archaeology Lab*, Georgia Tech.
2015 - 2017 Managing Editor, *Journal of Visual Culture.*
2008 - 2014 Editorial Assistant, *Journal of Visual Culture.*
2010 - 2014 Collection Assistant, William A. Higinbotham Game Studies Collection, Stony Brook University Special Collections.

Advisory Boards and Research Consulting

2026 Advisory Committee, *State of the Industry Report*, Game Developers Conference.
2024 Advisory Board, NSF Collaborative Research Project, "The Magic School Bus and the Reanimation of American Science Education."
2023 - 2024 Curatorial Consultant, "Science Sets the Style: The Home of the Future, 1925 – 1985." Los Angeles County Museum of Art.
2022 - Advisory Board, Video Game Source Project, Video Game History Foundation.
2019 Jury Member, Game Developers Choice Special Awards.
2018 - 2020 Advisory Board Member, University of Washington, "A Conceptual Data Model and Schema for Curating Collections of Video Game Development Artifacts." Grant from the Institute for Library and Museum Services.
2014 - 2020 Advisory Board Member. Softalk Apple Preservation Project.

Expert Witness

2024 9th Triennial Section 1201 Rulemaking, United States Copyright Office. Expert Witness for the Software Preservation Network/Library Copyright Alliance on Section 1201 6(b) – Video Games. 18 April.

Peer Review Journal Referee

communication +1, *Feminist Media Histories*, *Games and Culture, IEEE Annals of the History of Computing*, *Journal of Cinema and Media Studies*, *Journal of Visual Culture*, *Kinephanos: Journal of Media Studies and Popular Culture*, *Technology and Culture*, *Well Played: A Journal on Video Games, Value and Meaning*

Manuscript Reviewer

Bloomsbury Press

University Committees and Service

2025 - Faculty Advisory Council, NYU Press. New York University.
2022 - 2023 Hiring Committee, Dibner Chair for the History and Philosophy of Science and Technology.

Department of Technology, Culture, and Society. Tandon School of Engineering. New York University.

School Committees and Service

2023 – 2024 Technology Policy Review Committee. School of Culture, Education, and Human Development. New York University.

2021 – 2024 Committee on Student Progress. School of Culture, Education, and Human Development. New York University.

2019 Digital Advisory Group. School of Culture, Education, and Human Development. New York University.

Departmental Committees and Service

2025 – Undergraduate Director. MCC. New York University

2024 Hiring Committee, Chair. Visiting Assistant Professor in Game Studies. MCC. New York University.

2023 Event Organizer. Mainstreaming and Games Journalism." Hosting Maxwell Foxman (MCC Alumni) and David B. Nieborg. 6 December.

2023 – 2024 Study Committee. MCC. New York University.

2022 – 2023 Hiring Committee, Critical Digital Studies. MCC. New York University.

2022 Event Organizer. "Leveling Up: A Game Industry Panel with MCC Alumni." 7 April.

2021 – 2024 Land Acknowledgement Subcommittee. MCC. New York University.

2019 – 2020 Ph.D. Committee. MCC. New York University.

2019 – 2025 Faculty Mentor to MCC Postman Graduate Conference. MCC. New York University.

2018 – 2024 MCC Colloquia. MCC. New York University.

2017 – 2024 Events Committee. Department of Media, Culture, and Communication. New York University.

2016 M.S. Admissions Committee, Program in Digital Media, Georgia Tech.

2015 Ph.D. Admissions Committee, Program in Digital Media, Georgia Tech.

2012 Hiring Committee Graduate Student Representative. Stony Brook University.

University Talks, Panels and Guest Lectures

2025 Games 101. "The Game Engine." Guest Speaker. NYU Game Center. 17 November.

2024 Games 101. "The Game Engine." Guest Speaker. NYU Game Center. 2 December.

2020 ITP Lecture Series. "How the Computer Became Personal." Invited Speaker. 10 April.

2019 Computer Mouse Conference. Invited Panelist. ITP. 9 November.

2019 STEAM Talk. "Divide and Conquer: Game Engines and the Division of Labor." Invited Speaker. Gallatin School of Individualized Study. 26 April.

Departmental Talks, Panels and Guest Lectures

2024 MCC Ph.D. Open House. 23 February.

2019 MA Orientation Event. Faculty Participant. 28 August.

2018 MA Admissions Event. Research Talk. 6 December.

2018 Doctoral Research Colloquia. Professionalization Panel. "Peer-Reviewed Journal Publishing." 18 October.

2017 MA Admissions Event. Research Talk. 5 December.

MEDIA COVERAGE

Television, Documentary, and Broadcast Interviews

2024 "Clash of the Computer Titans." *The Mega-Brands that Built America*. The History Channel. 9 June.

2021 "The COVID One: Our Year of Gaming." Interviewed by Lee Doyle. *RESET: The Unauthorized Guide to Video Games*. VICE TV. 5 March.

2020 "Video Games, E-Sports and Streaming Skyrocket During Lockdown." Interviewed by Laura Cantekin, story by Grace Lee. *China Global TV Network America*. 7 May.

Podcast and Online Video Interviews

2025 "Episode 184: Laine Nooney and The Apple II Age." Hosted by Liz Davidson. *Beyond Solitaire*. 17 February.

"Episode 125: ROMchip, What's Next?" Hosted by Phil Salvador. *Video Game History Hour.* 19 February.

"Still Loading #363: ROMchip: A Journal of Game Histories w/ Laine Nooney." Hosted by Josh Covel. *Still Loading.* 31 August.

2023 "Body Electric: When Human Met Desk: A Toxic Relationship for the Ages." Hosted by Manoush Zomorodi. *NPR*. Podcast. 17 November.

"How Computers Took Over Our Lives." Interviewed by Adam Conover. *Factually!* Video Podcast. 26 July.

"CYBER: A Hacking Podcast: Apple II and How the Computer Became Personal." Interviewed by Matthew Gault. *Motherboard*. 4 May.

"Apple II History with Laine Nooney." Interviewed by Brian McCollough. *Techmeme Ride Home.* Podcast. 13 May.

"Retrocomputing Roundtable #266." Interviewed by Quinn Dunki and Paul Hagstrom. *Retrocomputing Roundtable.* Podcast. 21 May.

"The Two Computers that Made Apple." Interviewed by David Pierce. *The Vergecast.* Podcast. 31 May.

2022 "Margot Comstock: 'The Glue' of the Early Apple II Era." Interviewed by Frank Cifaldi and Kelsey Lewin. *Video Game History Hour*. Podcast. 16 November.

"NYC Removes Last Working Public Payphone." Interviewed by Sarah Walton. *China Global TV Network America.* Online Interview. 12 July.

2021 "A New Kind of Game Theory." *MarketWatch: Best New Ideas in Money*. Podcast. 16 December.

"Computers Weren't Designed for Human Bodies." Interviewed by Krys Boyd. *Think with Krys Boyd.* KERA/NPR Dallas, Radio Interview. 2 June.

"Five Questions on Gaming Culture and Trends with NYU Professor Laine Nooney." Interviewed by Ryan Cavataro. *Bloomberg Quicktake*. YouTube Interview. 25 May.

2020 "Special Episode: A Media Historian Plays *Animal Crossing*." Interviewed by Colleen Macklin. *Fun Games with Serious People*. Podcast. 22 September.

"Is *Untitled Goose Game* Queer?" Interviewed by Colleen Macklin. *Fun Games with Serious*

People. Podcast. 8 September.

2019 "How the Computer Became Personal." Interviewed by Mark Pesce. *The Next Billion Seconds.* Podcast. 15 May.

"The Surprising Origins of Absurd Gaming Hardware." Interviewed by Alex Cranz. *Gizmodo*. Mini-documentary. 9 May.

2017 "History at GDC: Laine Nooney on Sierra On-Line and Video Game History." Interviewed by Robert Whitaker. *History Respawned.* Podcast. 8 March.

2016 "The History of Sierra On-Line." Interviewed by Brian McCollough. *Internet History Podcast*. Podcast. 5 June.

2015 "The Day the Internet Broke." Interviewed by Rose Eveleth. *Flash Forward*. Podcast. 23 June.

"Open Apple #49." Interviewed by Quinn Dunki and Mike MaGinnis. *Open Apple*. Podcast. 2 August.

2014 "Girl Gamers Episode 3: Where are All the Female Heroines?" "Girl Gamers" web series at *Fusion*. Mini-documentary by Latoya Peterson.

2013 "The Mother of Computer Video Games." Interviewed by David Brancaccio. *Marketplace Tech Report*. Radio Interview. 6 March.

Print and Online Journalism Interviews

2026 "Nina Protocol Didn't Change the World, but it Still Built Something Worthwhile." Interviewed by Benny Sun. *Fader*. 10 June.

2025 "*Phantasmagoria* a 30 ans : film d'horreur, magie noire et jeu video." Interviewed by Pierre Trouvé. *La Monde*. 25 August.

2024 "2024 has Already Had More Video Game Industry Layoffs than All of 2023—and it's Only June." Interviewed by Nicole Carpenter. *Polygon.* 14 June.

"What's Going on with all These Video Game Industry Layoffs?" Interviewed by Nicole Carpenter. *Polygon.* 19 February.

2023 "Microsoft Acquires Activision Blizzard in $69-billion Gaming Deal." Interviewed by Sarah Parvini. *Los Angeles Times*. 23 October.

"'This is a Disaster:' Game Developers Scramble to Deal with Unity's New Fees." Interviewed by Emanuel Maiberg. *404 Media*. 12 September.

"For a Generation of Students, the iMac was a Gateway to the Future." Interviewed by Alex Cranz. *The Verge*. 15 August.

"Video Game Industry Feels Pain of Big Tech Job Cuts." Interviewed by Lucy Papachristou. *Bloomberg*. 20 January.

2022 "How '90s Interior Design Software Laid the Foundation for Today's Life Sims." Interviewed by Alexis Ong. *PC Gamer*. 13 August.

"We Played 'Stray,' Everyone's Favorite New Cat-centric Video Game. It's Purrfection." Interviewed by Rachel Metz. CBS-58 WDJT-Milwaukee. 22 July.

"Inside the Fight to Save Video Game History." Interviewed by Ash Parrish. *The Verge*. 21 March.

Industry Expert for *The Washington Post* Staff Writer Shannon Liao. Quoted in:

"Netflix to Open Video Game Studio in Helsinki, Finland." 26 September.

"Video Game Giants See Hundred Million Dollar Dip in Revenue Amid Recession Fears."

4 August.

"Ex-'World of Warcraft' Developers Unveil Game in Deal with Twitch Stars." 8 June.

"Xbox Has Its Own Nail Polish Now, as Gaming Companies Welcome Beauty Deals." 12 January.

2021 "Activision Blizzard Executives Exit as Company Faces Gender-Bias Lawsuit." Interviewed by Sarah E. Needleman. *The Wall Street Journal.* 3 August.

Industry Expert for *The Washington Post* Staff Writer Shannon Liao. Quoted in:

"The Origin and Evolution of E3." 11 June.

"Amazon's Livestreaming Service Twitch Will Police Users' Behavior Outside of its Platform." 7 April.

2020 "Gamers Celebrate Launch of New PlayStation and Xbox Consoles." Interviewed by Kahlen Rosenblatt. *NBC News*. 14 November.

"Ready Politician One: How the Election Made its Way into Video Games." Interviewed by Kahlen Rosenblatt. *NBC News*. 22 October.

"*Fortnite*'s War Against Apple and Google is Developing." Interviewed by Daniel Garcia Casillas. *Metro World News.* August 2020.

"Video Games are Thriving Amid COVID-19—and Experts Say That's a Good Thing." Interviewed by David Lazarus. *Los Angeles Times.* 16 June.

"Was Leisure Suit Larry an Accomplice in Early Banking Cyberattacks?" Interviewed by Duncan Fyfe. *Vice*. 8 April.

"Nintendo PlayStation Grabbed Headlines, But Support for Preservation Remains 'Dismal at Best.'" Interviewed by Mathew Olson. *US Gamer Network.* 11 March.

"An Extremely Rare Console Auction Could Change Video Game History." Interviewed by Eric Ravenscraft. *Medium OneZero*. 3 March.

Industry Expert for *CNN Business* Associate Writer Shannon Liao. Quoted in:

"You Can Soon Drive a Real-life Mario Kart Around Your Home Using the Nintendo Switch." 14 October.

"A Side-by-Side Comparison of the PlayStation 5 and the Xbox Series X." 17 September.

"Super Mario Bros. 35th Anniversary: The Surprising Reason Nintendo Made Super Mario a Plumber 35 Years Ago." 14 September.

" *The Last of Us Part II* Looks like a Slam Dunk for Sony." 19 June.

"Nintendo Switch and *Animal Crossing* are Quarantine Bestsellers. Here's Why." 30 April.

" *Valorant, League of Legends* Studio's First Shooter Game, is Coming This Summer." 2 March.

2019 Industry Expert for *CNN Business* Associate Writer Shannon Liao. Quoted in:

"How Fortnite Changed Nintendo and GameStop Forever." December 5.

"Google is Targeting Women with its New Gaming Service Stadia." November 15.

"Nintendo Wants People to Work Out with a New Piece of Fitness Hardware." September 12.

"Ninendo Rewinds Time Back to 1990s with Old SNES Game Releases." September 5.

"*Pokemon Masters* is the Latest Mobile Game to Draw Heavily from Console." 30 August.

"*Pokemon, Gears of War* and Other Nostalgic Video Games are a Multi-Billion-Dollar Business." 27 June.

"Streaming Gaming Will Change the Video Game Industry. Here's Why." 19 June.

"Google's Gaming System Stadia is Coming in November. Here's What We Know." 6 June.

2018 "How Bad Crediting Hurts the Game Industry and Muddles Game History." Interviewed by Richard Moss. *Gamasutra: The Art and Business of Making Games*. 6 November.

2017 "What Happened to the Women Who Built the Video Game Industry?" Interviewed by John Adkins. *Mic*. 28 July.

2016 "How Early Computer Games Influenced Internet Culture." Interviewed by Adrienne LaFrance. *The Atlantic.* 14 April.

2013 "Dad? Where's Mom? I Can't Find Her in this Videogame." Interviewed by Nina Freeman. *Killscreen.* 7 August.

2014 "The Assassin's Creed Curriculum: Can Video Games Teach Us History?" Interviewed by Molly Osberg. *The Verge.* 18 Sept.

2012 "The Anatomy of a Meme." Interviewed by Cassandra Khaw. *TechHive.* 23 August.

Coverage of Scholarly Activity and Journalistic Interviews

2025 "It's Still Grim Out There, even if You Aren't in AAA: Industry Report Claims that 1 in 10 Respondents Were Laid off in 2024." By Harvey Randall. *PC Gamer*. 22 January.

"5 Big Takeaways from the Newest Developer Survey on the State of Gaming." By Ethan Gach. *Kotaku. 22 January.*

2024 "Video Game Libraries Lose Legal Appeal to Emulate Physical Game Collections Online." By Kyle Orland. *Ars Technica*. 25 October.

"Can an Online Library of Classic Video Games Ever be Legal?" By Kyle Orland. *Ars Technica.* 25 April.

"Video Game Libraries Could Aid Preservation—Unless the ESA Has Its Way." By Robin Bea. *Inverse*. 24 April.

2023 "Byte-Sized History." Interviewed by Hillary Predko. *Scope of Work*. Substack. 2 November.

"A New Book about 'The Apple II Age' Celebrates the Users." By David Cassel. *The New Stack.* 23 July.

"This Time, It's Personal: A New Look at the History of the Apple II." By Kay Savetz. *Juiced.GS: A Quarterly Apple II Magazine*. 28.2. June.

"Will AI Actually Mean We'll Be Able to Work Less?" By Elizabeth M. Renieris. *The Walrus*. 17 March.

2020 "Meet Roberta Williams, The Queen of Graphic Adventure Video Games." By Joanna Goodrich. *IEEE Spectrum.* 28 September.

"How the '90s Family Computer Shaped a Generation's Exposure to PC Gaming." By Alexis Ong. *PC Gamer*. 17 September.

"Hidden Labours: How Capitalism Shapes Gaming Culture." By Paolo Ruffino. *Red Pepper*. 29 April.

"You'll Never Guess Who Has One of the Top Bids on That Rare Nintendo Playstation." By Alex Cranz. *Gizmodo*. Article, Coverage of Public Commentary. 14 February.

2019 "For Only $2.3 Million You Can Buy the Dream Home of Sierra On-Line Founders Roberta and Ken Williams." By Zack Zwiezen. *Kotaku*. Article, Research Reference. 23 Nov.

"Video Game History is More Than Just Software and Hardware." By Cameron Kunzelman. *Vice Games.* Article, *ROMchip* coverage. 1 July.

2018 "Obituary: Carolyn Enlow, One of Sierra On-Line's First Female Coders." By Alissa McAloon.

Gamasutra: The Art and Business of Making Games. Article, Research Reference.

"Parsing the Secret History of Adventure Games and Sierra." By Cameron Kunzelman. *Waypoint.* Article, Research Reference. 16 Jan.

DESIGN, CURATORIAL AND DIGITAL MEDIA PROJECTS

2022 – *Unboxing: Play and Profit for the Gaming Curious*. Podcast (weekly). Co-hosted with Joost van Dreunen, game industry analyst and NYU Stern instructor.

2020 - 2022 "Shall Make, Shall Be: The Bill of Rights at Play." Project Lead with Luke Dubois (NYU Tandon IDM) and John Sharp (New School). Organizing national gallery show of playable works about the Bill of Rights; curatorial assessment; project management.

2019 "A Little History of a Colossal Cave." Contributor, *Wordhack 5-Year Anthology*, digital compilation of computer art and writing. Released July 18.

2016 "Welcome to The Print Shop." Interactive Art Installation, *Where Tech Meets Art*. Eyedrum. Atlanta, GA. 30 April.

2014 "Inventory Objects." Series Curator, *Video Game Art Archive*, Tumblr-based image archive.

2009 - 2014 *pulsations: the journal of new african writing*, literary journal. Design and Production Manager, Stony Brook University.

2012 *When Games Went Click: The Tennis for Two Story*, short documentary. Production Assistant, Stony Brook University and Brookhaven National Labs.

COMMUNITY SERVICE AND MUTUAL AID

2024 - 2025 Judson Memorial Church. Migrant Relief Center Volunteer. Weekly volunteer assisting in providing food, shelter, electricity, and a clean, restful environment to migrants in New York City.

2020 Last Mile NYCPPE. Head of Verification and Operations Manager for Healthcare Worker Delivery. Grassroots volunteer organization delivering N95/KN95 masks to frontline NYC healthcare workers. Supervised 10-person team of call volunteers verifying healthcare worker data; managed supply/demand workflow between verification, allocation, and delivery to supply 100,000+ units of PPE to healthcare workers during COVID-19 crisis. April – September.

PROFESSIONAL AFFILIATIONS

Society for Cinema and Media Studies
Society for the History of Technology
Special Interest Group for Computing, Information and Society