

# Curriculum Vitae | Owen Brierley

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## Research Interests

Computer Game Art + Design + Production; Creative XR Simulations; Human Performance; Drama + Improvisation; Creative Human-Robot Interaction; Persistent-State Simulation Environments; Serious Games; Iterative Development Best Practices

## Profile

I focus on the use of game engines as the primary site for scholarly research. My primary research question is, "how can technology be used to make us more human?"

## Equity, Diversity, Inclusion, and Accessibility (EDIA)

Being severely deaf has given me direct experiences with the challenges faced by equity deserving individuals. Being functionally orally speaking, my disability is invisible at first. As such, I have experienced the disdain that results from being labelled "deaf and dumb." I actively integrate EDIA best practices in my work as a teacher, producer, and leader. I seek opportunities to remove barriers for equity deserving individuals and affirm their inherent worth and dignity.

## Finding a good way, walking parallel paths, towards truth and reconciliation.

Working, initially, with the (then called) First Nations, Metis, and Inuit Branch at Alberta Learning, then with Lewis Cardinal on his Indigenous Media Institute, and with Jacquelyn Cardinal as a co-founder of Nisto Link, I have a deep respect and humble appreciation for the Indigenous people and their rich history in Alberta and in particular the nations of Treaty 6 including the Nehiyaw, Denesuline, Nakota Sioux, Anishinaabe, and Niitsitapi. I am on a journey of learning to inform my work to find parallel paths with Indigenous Ways of Knowing and Being.

## EDUCATION

### 01.2020 – current **PhD, University of Calgary**

Computational Media Design

Dissertation: OPUS: Long-term Memory for Non-Player Characters in Games

Supervisors: Dr. Patrick Finn – School of Creative and Performing Arts and

Dr. Christian Jacob – Computer Science

The Computational Media Design (CMD) program combines Fine Arts and Computer Science in pursuit of interdisciplinary scholarship. With my experience both as an award winning actor (CBC's "If Your Parents Split") and an award winning digital media producer (Sterling Award for Best Multimedia Production "Make Mine Love" Citadel Theatre), I have found the CMD to be a home of like minded peers and mentors.

### 01.2019 – 12.2019 **MSc, University of Calgary (transferred to PhD)**

Computational Media Design

Thesis: Philoluden: Performance, Technology, and Games

Supervisors: Dr. Patrick Finn, Dr. Christian Jacob

### 09.1997 – 05.1999 **Northern Alberta Institute of Technology**

Multimedia Developer Certificate

### 09.1987 – 06.1989 **Grant MacEwan Community College (now MacEwan University)**

Theatre Arts Diploma

## PUBLICATIONS

- [P.1] A Protocol for Improving XR and Game Performance  
Owen Brierley, Zachary McKendrick, Loic Cremer, Ehud Sharlin, and Patrick Finn. 2022. A Protocol for Improving XR and Game Performance. In Adjunct Publication of the 24th International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI '22). Association for Computing Machinery, New York, NY, USA, Article 10, 1–3. <https://doi.org/10.1145/3528575.3551433>
- [P.2] Kara Loy, Owen Brierley, Kaitlyn Berger, Kyla Sutherland, 2023.  
Stargazing for global problem-solving: a constellation of relational mentorship in a pandemic-pivot with course-based undergraduate research - Special Issue: Continuity of Mentoring Undergraduate Research in the Face of Uncertainty (planned 2023) (publication in progress)
- [P.3] Ashratuz Zavin Asha, Owen Brierley, Sowmya Somanath, Patrick Finn, and Ehud Sharlin. 2022. Towards Designing Audio Interactions with Autonomous Vehicles: A Hearing-Enhanced Pedestrian Story. AutomationXP22: Engaging with Automation, CHI'22, April 30, 2022, New Orleans, LA (February 2022), 6 pages. [https://matthiasbaldauf.com/automationxp22/papers/AutomationXP22\\_paper6.pdf](https://matthiasbaldauf.com/automationxp22/papers/AutomationXP22_paper6.pdf)
- [P.4] Noor Hammad, Owen Brierley, Zachary McKendrick, Sowmya Somanath, Patrick Finn, Jessica Hammer, Ehud Sharlin. Homecoming: Exploring Returns to Long-Term Single Player Games. In Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI '21). ACM, New York, NY, USA Page: 1-13. DOI: <https://doi.org/10.1145/3411764.3445357>

## AWARDS & SCHOLARSHIPS (selected)

- 2022** **Peer Beyond Graduate Symposium – University of Calgary**  
Most Creative Poster Presentation Award (\$250)
- 2020 – 2023** **Alberta Innovates Graduate Student Scholarships – Technology**  
Multi-year scholarship for up to 4 years (\$31,000 per year)
- 2019** **Alberta Innovates Graduate Student Scholarship Master's**  
Single year due to transfer to PhD (\$18,000)
- 2019** **Alberta Graduate Excellence Scholarship (AGES) Master's**  
(\$11,000)
- 2019** **Faculty of Graduate Studies Internship – Transformative Talent**  
(\$8,000)
- 2014** **Elizabeth Sterling Haynes Award**  
Best Multimedia Design Award (first time this category was awarded)
- 2012** **Digital Alberta Awards**  
Best Digital Media Leader - Community Leader, Educator, Program Leader, or Department Head
- 1986** **San Francisco International Film Festival**  
Special Jury Award – “If Your Parents Split” – CBC/Catalyst Theatre  
Directors: Jan Selman & David Barnett; Producer: Jack Emack
- 1986** **National Prix Anik Awards**  
“If Your Parents Split” – CBC/Catalyst Theatre  
Directors: Jan Selman & David Barnett; Producer: Jack Emack

# PROFESSIONAL EXPERIENCE

(arts/performance, science/tech, leadership, education)

- 01.2021 – current Research Associate/Lab Manager (research)**  
LINDSAY Virtual Human Lab - University of Calgary  
Working with Dr. Christian Jacob, I help coordinate and maintain the LVH Lab including student mentorship, leading summer research projects and ongoing presentations and demonstrations.
- 01.2019 – current Curriculum Designer/Proponent (education)**  
Professional Master in Game Production Proposal – University of Calgary  
Working with Dr. Patrick Finn, Dr. Christian Jacob, and Dr. Richard Zhao, I collaborate with the team to define and refine the curriculum for the professional programs in Game Production. These stackable programs allow students to pursue graduate level studies to a certificate, diploma, and master's degree.
- 01.2021 – 04.2021 UNIV401 – Undergraduate Research of Global Challenges Research Coach (education)**  
Interdisciplinary Studies - University of Calgary  
As part of the UNIV-401 Undergraduate Research of Global Challenges, I was the research coach for the pandemics stream where I worked with 16 researchers on 4 projects related to the simulation and visualization of pandemic level viral events. The research projects ranged from game engine-based simulations to a graphic novel to educate students on viral transmission.
- 01.2020 CPSC585 – Game Programming Guest Lecturer (education)**  
Computer Science Department – University of Calgary  
Prepared and presented a week-long series of lectures on game design for computer science students working on a capstone project for their game development undergraduate concentration.
- 09.2019 – 12.2019 CMD 601 - Creative Coding Teacher's Assistant (education)**  
Computational Media Design - University of Calgary  
Development and delivery of graduate level Creative Coding course for Computational Media Design program inclusive mentorship techniques for transdisciplinary thinking.
- 10.2013 – current VJ OwenB (arts)**  
Projection Design & Improvisational Live Performance Media Creation  
Collaboration with various musicians and performers to augment performance spaces with non-standard projection environments (sculptures, architecture, etc.)
- 05.2019 – 12.2019 Athabasca University (science)**  
Learning Outcomes Database Development Intern  
Digital Transformations team database development to inform further development of new learning systems at the university
- 06.2018 – 07.2019 Social Awareness Group (science/leadership)**  
Director/Vice-President – Education & Innovation  
developed training and assessment tools for online certification of indigenous awareness; created system for corporate assessment of indigenous engagement & sustainability policies
- 06.2008 – 06.2019 Edmonton Digital Arts College (education/leadership)**  
Executive Director/Owner  
Leadership and development of a studio-based mentor-oriented post-secondary private career college devoted to diploma education in four core subjects: Video Game Design, Digital Illustration, 3D Animation Production, and Digital Media Production
- 03.2012 – 12.2016 The Banff Centre (education)**  
Adjunct Faculty Member/Instructor/Speaker  
Digital Media; Projection Design; Interaction Design; Animation & Storyboarding

- 05.2011 – 04.2014 Citadel Theatre (arts/science)**  
 Projection & Interaction Designer  
 design & production of interactive projection using live animation of a car chase through downtown New York in 1938; utilized game engine technology in novel ways to allow for real-time interaction between actors and animation effects
- 07.2007 – 06.2012 GystWorks (science/leadership)**  
 Director of Production  
 creative strategy development; creative process education & mentorship; production team leadership; project management;
- 09.2006 – 07.2007 MacEwan University (education)**  
 Sessional Instructor  
 HTML for Professional Writers
- 03.2006 – 10.2007 RocketFuel Productions Inc. (arts/science/leadership)**  
 Producer/Game Designer – Seek Your Own Proof  
 creative leadership in augmented reality game for tween audience; production management
- 06.2006 – 08.2006 Edmonton International Fringe Festival (arts)**  
 Actor – “Down Dangerous Passes Road”  
 Live theatre production of English translation of Michel Marc Bouchard’s French play.
- 09.2004 – 07.2006 Terris-Hill Productions Ltd. (industrial/science/leadership)**  
 Project Director  
 project direction of training simulator for oil & gas service rigs using game engine technology in a serious games setting
- 09.2002 – 07.2005 University of Alberta – Faculty of Extension (education)**  
 New Media Instructor  
 Flash; Director; Multimedia Project Management; Creative Process
- 05.2002 – 3.2005 Education Ministry of the Government of Alberta Learning Technologies Branch (science/arts/education)**  
 Multimedia Development Coordinator – learnalberta.ca  
 lead and coordinate a team of multimedia production consultants on multiple production contracts for K-12 online learning resources using interactive digital media technologies; lead research and implementation of interdisciplinary project management; lead research and implementation of metadata solutions for use in rich media applications (SCORM, CanCore)
- 07.2001 – 09.2003 DevStudios International Inc. (science/arts/education/leadership)**  
 Core Instructor/Digital Media Consultant  
 Curriculum development for new media diploma program; lead interaction designer for Domino’s Pizza Online Ordering System;
- 05.1999 – 06.2001 Northern Alberta Institute of Technology (science/education)**  
 Core Instructor - Multimedia Developer Diploma  
 Curriculum redevelopment
- 07.97 – 08.2000 Videotron Ltee. (science)**  
 Webmaster  
 developed and maintained internal corporate level public facing web properties using rich media technologies to showcase broadband internet experience, hosting community television segments on internet related innovations
- 06.1994 – 09.1994 One Step Beyond Theatre (arts)**  
 Director/Dramaturge – The Harmonizer  
 production of new work for the Edmonton International Fringe Festival

- 11.1994 – 1.1995 University of Alberta – MFA Directing Program (arts)**  
 Actor – Richard III  
 cast in small walk-on role for Jonathan Christianson’s production of Richard III using bouffon technique to explore the grotesquery of the piece
- 09.1994 – 11.1994 University of Alberta/Jane Austen Society (arts)**  
 Actor – “An Accident at Lyme”  
 production of a Jane Austen book for performance at the society’s gathering in Lake Louise, Alberta
- 02.1993 – 12.1993 One Step Beyond Theatre (arts)**  
 Artistic Director  
 artistic production and leadership of a small Edmonton-based independent theatre company;
- 05.1993 – 09.1993 Theatre Prospero (arts)**  
 Actor – “Julius Caesar”  
 cast in the title role of Shakerspeare’s “Julius Caesar”; period piece;
- 06.1992 – 08.1992 Toronto Fringe (arts)**  
 Actor – “Three Sisters”  
 Canadianized production of Anton Chekov’s “Three Sisters”
- 08.1991 – 04.1992 Waterwood Theatre Productions (arts)**  
 Actor – “Healthspell”  
 school tour production of Ontario Health Ministry for elementary school children on the importance of nutrition
- 08.1990 – 04.1991 A Show of Hands Sign Language Theatre Productions (arts)**  
 Actor – “A Show of Hands”  
 sign-language based theatre production to education elementary school children about sign language and the deaf community (Note: I learned sign language in three weeks for this play)
- 05.1988 – 09.1988 Leave It to Jane Theatre Productions (arts)**  
 Actor – “Candide”  
 cast as the title character of this production of the Leonard Bernstein’s take on Voltaire’s classic.
- 08.1984 – 04.1985 CBC/Catalyst Theatre (arts)**  
 Principal Actor – “If Your Parents Split”  
 production of improvisation based television show exploring the social issues facing teens through their lives. First professional acting role at age 15

## CONFERENCE SPEAKING ENGAGEMENTS

- [CSE.1] NODES 2022 - “Towards Real-time Knowledge Graphs for Non-Player Characters in Games”  
 Presentation of my thesis research in 3 demonstration examples showing the interaction of data from a graph database (Neo4j) and Unreal Engine.  
<https://www.youtube.com/watch?v=y0YTLcyQXiY>
- [CSE.2] NODES 2022 - Neo4j Live: NODES Speaker Roundtable  
 An opportunity to share perspectives on my work with Neo4j in Unreal Engine.  
<https://www.youtube.com/watch?v=gNWEL3-E-j4>
- [CSE.3] Computer Science Showcase 2022 - University of Calgary  
 The Giant Interactive Cell – LINDSAY Virtual Human Lab  
 VR demonstration of the 2022 summer of research from the LVH Lab

- [CSE.4] Peer Beyond – Graduate Research Symposium 2022 - University of Calgary  
Multi-scaled Reinforcement Learning for NPCs in Games  
Poster and Lecture presentation of the Q-Shopper project.  
Awarded “Most Creative Poster Presentation”
- [CSE.3] Game Industry Conference 2021, Poland  
“Hey! You Got Graph Data in my Behaviour Tree!” - a demonstration prototype of a Neo4j graph  
database plugin for Unreal Engine. - <https://gic.gd/agenda-2021/#11>
- [CSE.1] University of Alberta – Student Design Association  
“On Design”  
Edmonton, Alberta 2018
- [CSE.2] Canada Council – Arts in a Digital World Summit  
“Human Library – Interactive Digital Media Producer  
Montreal, Quebec, 2017
- [CSE.1] Alberta Electronic Music Conference  
“Real-Time Video Improvisation Techniques for VJ Performers”  
Edmonton, Alberta 2016
- [CSE.2] Story Summit 2016  
“We’re Through the Looking Glass Here People...”  
Co-presented with Dr. Patrick Finn  
Banff, Alberta 2016
- [CSE.3] NorthwestFest Film Festival  
“The Art of Projection Mapping”  
Edmonton, Alberta 2016
- [CSE.4] University of Calgary/Beakerhead – Campus Collisions  
“Omnimedia and the Technologies of the Self:New Approaches to Storytelling in Teaching,  
Research, and Innovation” Co-presented with Dr. Patrick Finn  
Calgary, Alberta 2016
- [CSE.3] Pecha Kucha Night – City of Edmonton  
“From Theatre to Digital to Digital Theatre”  
Edmonton, Alberta 2013
- [CSE.5] CITT Alberta/University of Alberta  
“Video Wizardry Revealed!”  
Edmonton, Alberta 2013
- [CSE.6] Crossmedia Banff 2013  
“The Red Balloon - Innovation as Necessary Intervention”  
Banff, Alberta 2013
- [CSE.4] Banff World Media Festival  
“A Heliocentric Model of Transmedia”  
Banff, Alberta 2012
- [CSE.5] FITC Toronto 2011 Conference  
“Source + Imagination”  
Toronto, Ontario 2011
- [CSE.5] Serious Games Summit 2007  
“ Using Real-World Scenarios to Create Authentic Experiences in a Serious Game for the  
Oilpatch”  
Washington, D.C. 2007

- [CSE.6] Interactive Screen .06  
“Serious Games: Understanding the Grey Area between Learning and Playing”  
co-presented with Dr. Michael Magee  
Banff, Alberta 2006

## CONFERENCE WORKSHOP LEADERSHIP

- [CWL.1] Workshop: A Protocol for Improving XR and Game Performance  
Owen Brierley, Zachary McKendrick, Loic Cremer, Ehud Sharlin, and Patrick Finn. 2022. A Protocol for Improving XR and Game Performance. In Adjunct Publication of the 24th International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI '22). Association for Computing Machinery, New York, NY, USA, Article 10, 1–3.  
<https://doi.org/10.1145/3528575.3551433>
- [CWL.1] Writers’ Guild of Alberta  
“Digital Strategies Workshop”  
co-facilitated with Dr. Patrick Finn; a series of workshops to explore digital transitions for writers in Alberta.  
Edmonton, Alberta 2018
- Rendez-Vous 2013 – CITT National Conference  
“Projections: From Prototype to Production - workshop” &  
“Projections: From Inspiration to Sensation – panel discussion”  
A workshop and panel discussion about the rise of digital projection in live theatre production and the integration of technologies to support real-time projections in theatre.  
Calgary, Alberta 2013
- [CWL.2] Edmonton Regional Learning Consortium – CTS: Pathways to Possibilities  
“Explorations in Scenic Lighting for Video and Projection Mapping”  
Workshop for EPSB high school teachers to explore video projection mapping for their CTS students.  
Edmonton, Alberta 2013
- [CWL.3] I.D.E.A. (Interaction, Design, Experience, and Audience) Summit  
The Banff Centre – 2012 to 2014  
Projection & Interaction Design Workshop Leader  
A multi-year project by the Banff Centre to support artistic explorations of live performance that integrates digital media forms from projection mapping to digital animation, to interactive media.

## RESEARCH WORKSHOPS

- [RW.1] “Bitter Medicine” - Projection and Interaction Design - University of Calgary – 2015 - 2016  
Director: Dr. Patrick Finn; Playwright: Clem Martini  
A series of workshops exploring the use of interactive digital media to place an animated avatar of a character on stage in this one man show about two brothers, one with Schizophrenia, who express their experiences of living with the disease, one through writing and one through illustration. As part of the research, Dr. Finn introduced the notion of omnimedia as a shared process of collaboration that embraced the iterative nature of game production in the theatre production form.
- [RW.2] “Make Mine Love” - Projection and Interaction Design - Citadel Theatre Edmonton  
Workshops at the Banff Centre – 2013, 2014  
Director: Bob Baker; Playwright: Tom Wood  
A three year (original concepts discussed in 2012) long project to bring projection and game technology to the largest Equity theatre in Edmonton. The project involved projection mapping on all parts of the the stage with moving sets and non-standard shapes and surfaces, as well as

an interactive real-time animation of a car chase scene downtown a cinematic vision of downtown New York in 1938. This was a first for the Citadel as digital projections and interactive real-time animations had not been used in a production before. My co-designer and I won the first ever Sterling award for Multimedia Design in 2014.

<https://www.youtube.com/watch?v=fb8UvTI3iH0>

- [RW.3] "Froggy" - Interaction Design Workshop - Three Legged Dog Theatre, NYC – 2013  
Director: Matt Morrow, Playwright: Jennifer Haley  
A two week-long workshop to develop a set of actor/avatar interactions for the play. Using the Unity Game Engine and the XBox Kinect, I created interactive scenes that allowed the actor to control the game environment through body poses and movement to create the illusion that the actor was an avatar in a game.  
<http://www.froggyfroggy.com/>
- [RW.4] "Froggy" - Media Design Workshop - The Banff Centre, Banff AB – 2012  
Director: Matt Morrow; Playwright: Jennifer Haley  
A week-long workshop collaborating with Experience Designer, Bob Bonniol, to develop the blend of media elements including the game based interactions for the actor/avatar for the play. A continued exploration of the work in Banff to build out the scenes and types of interactions.  
<http://www.froggyfroggy.com/>

## OTHER SPEAKING ENGAGEMENTS

- [OSE.1] "Ellipses Thinking Podcast – Embracing the Void"  
Podcast by Greg Dowler-Coltman May 6, 2022  
<https://ellipsesthinking.libsyn.com/9embracing-the-void-owen-brierley>
- [OSE.2] "From Theatre to Tech & How Games can Prevent COVID"  
What the Tech Podcast – University of Calgary October 3, 2022  
<https://anchor.fm/whatthetech-ucalgary/episodes/From-Theatre-to-Tech---How-Games-Can-Prevent-COVID---Owen-Brierley-ekia9s/a-a3ebi1>
- [OSE.2] Telus World of Science Edmonton Dome Presentation  
"Object Oriented Audience Engagement: the 21<sup>st</sup> Century Human Network"  
Edmonton, Alberta 2019
- [OSE.3] TWOSE Science Slam Competition – 1<sup>st</sup> Place  
Edmonton, Alberta 2019
- [OSE.4] Canada Cloud Council – Burn After Reading  
Presenter  
Edmonton, Alberta 2018
- [OSE.5] Edmonton Nerd Nite #31  
"Two Great Tastes that Taste Great Together!"  
Edmonton, Alberta 2017

## EXHIBITIONS

- [E.1] Eva O. Howard Gallery, 2018  
"Electronic Obscura 1 – Planck & Euler Observe the Event Horizon"  
A collaboration with artists Neil Thompson (music), AJA Loudon (muralist), Victoria Wright (sculptor), and myself as creator and projection designer. This was a 3 month's long installation exploring the integration of media forms to visualize an event horizon.
- [E.2] Art Gallery of Alberta, 2015  
"Presto Lumo" – a year-long gallery installation at the Art Gallery of Alberta  
"Investigate the principles of colour, light and perspective to discover how optical illusions are



created in art. From Renaissance painting to video game environments, artists have been employing visual strategies such, linear perspective (lines converging to a point on the horizon), anamorphosis (distorted images) and colour anaglyphs (colour coded stereoscopic images) to trick our eye into seeing a wide range of 3D effects on a flat plane.”

<https://www.youraga.ca/exhibitions/presto-lumo>

- [E.3] The Works International Arts Festival, 2013  
“Ghostly Refractions in a Tent”  
Using short throw projectors, paintings by Lee Nielsen, and plexiglass sanded to diffract the projection light across multiple plans causing mutations with each pass through a plane.
- [E.4] Harcourt House Gallery, 2012  
“Digital Glitches Through Gauze”  
Using digital projections, paintings by Lee Nielsen, animations by Owen, and gauze draping, this installation explored the effects of analog and digital interference with a digitally projected animation of an analog image.

## TEACHING TOPICS

(abbreviations of schools where courses were taught in parenthesis)

- [TT.1] **Technique**  
Creative Process (EDAC, U of A)  
Acting for Animators (EDAC)  
Storyboarding Best Practices (EDAC)  
Improvisation for Idea Generation (EDAC)
- [TT.2] **Code/Scripting/Markup**  
Creative Coding (UCalgary)  
Beginning Javascript (EDAC, NAIT)  
C# for Unity (EDAC)  
HTML & CSS (EDAC, NAIT, U of A, MacEwan)  
Flash Actionscript (EDAC, NAIT, U of A)  
Director Lingo (U of A)  
Python (new)
- [TT.3] **Media Production**  
3D Animation Production (NAIT, EDAC)  
Game Level Design (EDAC)  
Flash Animation (NAIT, U of A, EDAC)  
Photoshop - Foundations through Advanced (NAIT, EDAC)  
Illustrator – Foundations through Advanced (NAIT, EDAC)
- [TT.4] **Management/Leadership**  
Project Management (EDAC, U of A, NAIT)  
Multimedia Project Management (NAIT, U of A)  
Webmastering (NAIT)  
Client Relationship Management (EDAC, NAIT)
- [TT.5] **Content Management Systems**  
Drupal Fundamentals (EDAC, U of A)  
WordPress Fundamentals (EDAC)
- [TT.6] **Planning, Analysis, and Design**  
Object Oriented Analysis & Design Techniques for Game Design (EDAC)  
User Experience Design Strategies (NAIT, U of A, EDAC)

UML Fundamentals (EDAC)  
Agile Project Management Strategies (EDAC)

[TT.7] **Databases, Data Stores, and Introductory Data Science**  
Neo4j Graph Database & Cypher (new)  
Introductory Machine Learning & Deep Learning (new)

## PRESS COVERAGE (selected)

- [P.1] Edmonton Journal, 2018  
"A chat with first CEO of Edmonton Screen Industries Office, filmmaker Josh Miller"  
<https://edmontonjournal.com/entertainment/movies/a-chat-with-first-ceo-of-edmonton-screen-industries-office-filmmaker-josh-miller>
- [P.2] CBC Edmonton, 2016  
"Why Oilers New Mascot First with Uncanny Line between Creepy and Cute"  
<https://www.cbc.ca/news/canada/edmonton/why-oilers-new-mascot-flirts-with-uncanny-line-between-creepy-and-cute-1.3782438>
- [P.3] Globe & Mail, 2013  
"The long list of Canadian firms that have sought temporary foreign workers"  
<https://www.theglobeandmail.com/report-on-business/economy/jobs/the-long-list-of-canadian-firms-that-have-sought-temporary-foreign-workers/article11113782/>
- [P.4] Calgary Herald, 2013  
"Why Gamification Misses the Point"  
<https://calgaryherald.com/technology/why-gamification-misses-the-point>
- [P.5] CTV News, 2013  
"Heritage Quarter: a new vision for an urban landscape"  
<https://www.youtube.com/watch?v=X7Hajk9GNHQ&feature=youtu.be>
- [P.6] Edmonton Journal, 2012  
"Tech wizard Owen Brierley charging toward future"  
<https://www.pressreader.com/canada/edmonton-journal/20120630/282767763697714>
- [P.7] Calgary Herald, 2012  
"New Season Means New President for Digital Alberta"  
<https://calgaryherald.com/technology/new-season-means-new-president-for-digital-alberta>

## ACADEMIC SERVICE

2009 – 2019 **Portfolio Assessor**  
Athabasca University  
Prior Learning Assessment Portfolio Reviewer for Communication Studies applicants

## COMMUNITY & INDUSTRY ORGANIZATIONS

2016 – Current Canadian Communications Foundation  
President

2003 – Current Digital Alberta  
Multiple roles on the board from director to president

2018 – 2019 Interactive Arts Alberta  
Interim President

2006 – 2018	Edmonton Screen Industries Office Committee Member (development of office); Committee Member (advisory committee)
2005 – 2019	NorthwestFest Film & Media Festival Board member; Vice-President
2013 – 2015	Alberta Film Advisory Council Council Member – Digital/Education

## PROFICIENCIES

Research Methods	Skilled in User Centered Design processes, rapid prototyping
Leadership	team development, faculty mentorship, curriculum planning, performance assessment
Programming	C#, JavaScript, Python, Java
Media Production	PhotoShop, Illustrator, After Effects, Premiere, Blender, Sketchup, Maya, 3D Studio Max
Game Engines/IDE	Unity, Torque, Processing
CMS	Drupal, WordPress
Media Servers	Resolume Arena, Disguise
Graph Databases	Neo4j & Cypher Query Language