

Andrew Bailey
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ACADEMIC APPOINTMENTS

SSHRC Postdoctoral Fellow, Technoculture, Art, and Games Research Centre, Concordia University (Design and Computation Arts Department), 2024-2026

- Supervisor: Pippin Barr

Mitacs Accelerate Postdoctoral Fellow, Archive/Counter-Archive, York University (Cinema and Media Arts Department), 2022-2024

- Supervisors: Michael Zryd and Janine Marchessault

Sessional Instructor

- OCAD University, Faculty of Arts and Sciences, 2021-2024
- York University, Cinema and Media Arts Department, 2023-2024
- McMaster University, Department of Communication Studies & Media Arts, 2023
- York University, Department of Visual Art and Art History, 2021

EDUCATION

Ph.D., Art History & Visual Culture, York University, Toronto, 2021

- Dissertation: "An open field: Informal and anti-formal approaches to videogame art history."
- Committee: Dan Adler (primary), Kurt Thumlert, and Janine Marchessault.

M.A., Art History, York University, Toronto, 2016

- MRP: "Not enough memory: Examining history and obsolescence in contemporary game art."
- Supervisors: Dan Adler (primary) and Kurt Thumlert.

GDip, Curatorial Studies in Visual Culture, York University, Toronto, 2016

B.F.A., Printmaking & Publications, OCAD University, Toronto, 2011

Certificates

- Learning Static Site Building with Jekyll. Nate Barbettini/LinkedIn Learning, 2024.
- Learning Git and GitHub. Ray Villalobos/LinkedIn Learning, 2024.
- The Ultimate Guide to Game Development with Unity. Jonathan Weinberger/Udemy, 2024.
- Learn To Create An RPG Game In Unity. James Doyle/Udemy, 2024.
- How to Make Stylized Flat Color 3D Graphics With Blender, Narayana Walters/Udemy, 2024.
- How to Create Retro 3D Graphics with Blender and Gimp. Narayana Walters/Udemy, 2024.
- Complete Blender Creator: Learn 3D Modelling for Beginners. GameDev.tv Team/Udemy, 2024.
- Python Basics for Ren'Py Developers. Lynn Zheng/Udemy, 2023.

- Certificate of Knowledge Mobilization, Innovation York MobilizeYU Knowledge Mobilization Program, 2023.
- Certificate of Teaching Art and Design Online, OCAD University's Faculty & Curriculum Development Centre, 2022.

RESEARCH AND TEACHING AREAS

- Game studies, film studies, cinema and media art, media studies, critical archival studies. new media art history, paratexts, fan studies, platform studies, production studies, game art, art games, videogame history, historical representation within videogames, games preservation, media archeology, ecocritical videogames and game art, horror videogames, independent game development, comic history, animation history, zines, and small press.
- Game design (RenPy, Bitsy, Twine, Unity, Godot, RPGMaker, and modding/ROMhacking), pixel art (Aesprite, Playscii, and Tilesetter), 3D modeling (Blender and Crocotile), image editing (Photoshop and GIMP), graphic design (Illustrator and InDesign), video editing (Premiere and DaVinci Resolve), printmaking (screenprinting, risograph, woodcut, linocut), book arts and zine-making

GRANTS, FELLOWSHIPS, AND AWARDS

- SSHRC Connection Grant, "Global Audiovisual Archival Conference: Archival Alliances" (\$50,000), Co-Applicant with Janine Marchessault, 2024.
- SSHRC Postdoctoral Fellowship, "Playful Records: Developing an Archival Pedagogy for Canadian Videogame Art" (\$140,000), 2024-2026.
- SSHRC Exchange KMb Grant, "Digitally Distributing Archive/Counter-Archive's Educational Guides on VUCAVU.com" (\$6650), 2024.
- Mitacs Accelerate Postdoctoral Fellowship (\$90,000), 2022-2024.
- OCAD University, Faculty of Arts and Science Teaching Award (shortlisted), 2022.
- York University, SSHRC Doctoral Fellowship (\$20,000), 2020-2021.
- York University, Cardarelli Family Award in Art History (\$1000), 2018.
- York University, Ontario Graduate Scholarship (Doctoral level; \$45,000), 2017-2020
- York University, Lawrence Heisey Graduate Award in Fine Arts (\$6000), 2017.
- York University, Dorothy Rowe Visual Cultures and Canada Grad Award (\$1250), 2016.
- York University, Ontario Graduate Scholarship (Master's level; \$15,000), 2015-2016.
- York University, York Graduate Fellowship (varying amounts of yearly tuition support and RA/TA contracts) 2014-2021.
- Spark Box Studio, Fall Residency Award (worth approximately \$1000), 2012.
- OCAD University, Sharon Merkur Memorial Award (\$1500), 2011.
- OCAD University, People's Choice Award, Art of the Figure Show (\$100), 2011
- OCAD University, Printmaking Award (\$1000), 2010.
- OCAD University, Aboveground Art Supplies Scholarship (\$150), 2010.

TEACHING EXPERIENCE

Course Instructor

- GS/FILM 5800 - Global Audiovisual Archiving Summer School, Cinema and Media Arts Department, York University, Toronto, Ontario, Summer 2024 (co-directed with Janine Marchessault and Michael Zyrd). Online seminar.
 - This Summer Institute graduate course features a number of curators, artists, archivists, and scholars associated with the Archive/Counter-Archive SSHRC Partnership Grant and the 2nd Global Audiovisual Archiving Conference as guest speakers to talk about their work with archival film and film heritage.
 - Participating speakers include: Axelle Demus, Mariane Boucheix-Laporte, Andrew Burke, Skye Callow, David Clark, Antoine Damiens, Paul Gordon, Jillian Groening, Patrick Keilty, Laura Horak, Susan Lord, Cait McKinney, Melissa J. Nelson, Ylenia Olibet, Jennifer Smith, Leslie Supnet, Jennifer Vanderburgh, Haoran Chang, Susan Lord, Mary Elizabeth Luka, Claudia Sicondolfo, and Nadine Valcin.
- FILM4711, Issues in Film Historiography, Cinema and Media Arts Department, York University, Toronto, Ontario, Fall 2023. In-person seminar.
 - A fourth-year undergraduate in-person seminar focused on the politics of film archiving.
 - Assessment methods included reading presentations, graded discussion boards, a project proposal, a Zotero-based annotated bibliography, and a final research production project (zine, online exhibition, podcast, or video essay).
- MEDIAART 3KO3, Game Studies, Communications and Media Arts Department, McMaster University, Hamilton, Ontario, Fall 2023. In-person lecture.
 - A third-year undergraduate in-person lecture focused on introducing the field of game studies to students.
 - Assessment methods included reading presentations, a weekly game analysis journal, a project proposal, an annotated bibliography, and a final research production project (game prototype, podcast, or video essay).
- VISM 2003, Introduction to Game Studies, Faculty of Arts and Science, OCAD University, Toronto, Ontario, 2021-2024. In-person and online lectures.
 - A second-year undergraduate lecture (there have been both online and in-person versions) focused on introducing the field of game studies to students.
 - Assessment methods have included reading presentations, reading responses, weekly game analysis journals, weekly key term quizzes, project proposals, annotated bibliographies, final research essays and/or production projects (game prototype, podcast, or video essay), and take-home exams.
- VISM 2002, New Media Art History, Faculty of Arts and Science, OCAD University, Toronto, Ontario, Winter 2022. Online lecture.
 - A second-year undergraduate online lecture focused on the history of new media art. Assessment methods have included reading responses, weekly key term quizzes, a project proposal, an annotated bibliography, a research essay (with options for a video essay), and a take-home exam.

- FA/ARTH 3999, New Media Art: From Duchamp to the Postdigital, School of the Arts, Media, Performance & Design, York University, Toronto, Winter 2021. Online seminar.
 - A third-year undergraduate online seminar focused on the history of new media art. Assessment methods have included reading presentations, graded discussion boards, weekly key term quizzes, a project proposal, an annotated bibliography, a research essay (with options for a video essay), and a take-home exam.

Teaching Assistant

- FA/ARTH1130, Introduction to Art History, York University, Toronto, 2015-2020.
- FA/ARTH2621, 20th Century Western Art, York University, Toronto, 2017-2018.
- FA/ARTH2620, 19th Century Western Art, York University, Toronto, 2016-2018.

PUBLICATIONS

Dissertation and In-Progress Monographs

- Bailey, A. (2027). *Playful Records: Developing an Archival Pedagogy for Canadian Videogame Art* (In-progress book based on postdoctoral research; to be submitted to Concordia University's "Counter-Archives: Media and Material Practices" series).
- Bailey, A. (2026). *Maddy Thorson and Queer Canadian Videogame History*. (In-progress book based on postdoctoral research; proposal currently under consideration with Bloomsbury/Continuum for their "Influential Video Game Designers" series).
- Bailey, A. (2021). *An Open Field: Informal and Anti-Formal Approaches to Videogame Art History*. [Doctoral dissertation, York University]. YorkSpace Repository. <http://hdl.handle.net/10315/38769>

Forthcoming Articles and Chapters

- Bailey, A. (2025). "Edit Wands Always: Experimentation, Modding, and Metagaming in *Noita*." In *The Rise of the Roguelite: The Influence of Roguelikes on Contemporary Video Games*, edited by James Cartlidge, Bloomsbury, (accepted).
- Bailey, A., and Dolan, P. (2024). "Demade by the Blood: Bloodborne PSX at a crossroads of horror fandoms." In *Researching Horror Fans and Audiences in the Twenty-First Century*, edited by James Rendell and Kate Egan, Edinburgh University Press, (accepted).
- Bailey, A. (2024). "Factional History: Tracing the Cultural Coding of *Total War: Warhammer 3*'s 'Immortal Empires' Map." In *Depictions of Power: Strategy and Management Games*, edited by Simon Dor, Bloomsbury, (In print production). [More info.](#)
- Bailey, A. (2024). "A devious archive: The affective historicity and paratextual Russian folkloristics of *Black Book*." In *Eurasian National Histories and Heritages in Videogames*, edited by Michael Mochoki, Routledge (In print production).
- Bailey, A. (2024) "Half-light histories: Exploring the experimental realism of *Kentucky Route Zero* and *Disco Elysium*" In *Ready Reader One: The Stories We Tell About, With, and Around Videogames*, edited by Megan Condis and Mike Sell, Louisiana State University Press. (In print production). [More info.](#)

Peer-Reviewed Journal Articles

- Dolan, P., and Bailey, A. (2023). "Ghastly Graphics: Tool Fandom, Bad Cinema, and the Haunted PS1

Game Development Community." In "Digital Nostalgia in/as Contemporary Creative Practice," a special issue of *the International Journal of Creative Media Research*, guest edited by Bethany Lamont (Bath Spa University) and Beth Wakefield. <https://doi.org/10.33008/IJCMR.2023.10>

- Bailey, A. (2022). "Stealth algorithms: Hito Steyerl's encoding Of *Metal Gear* into her *Factory Of The Sun*." *The VGA Reader*, Issue 4. The Video Game Art Gallery. <https://doi.org/10.3998/mpub.12471295>
- Bailey, A. (2021). "The Museum and the Killing Jar: How *Animal Crossing*'s Insects Reveal Videogames' Object Afterlife." *Loading: The Journal of the Canadian Game Studies Association*, Winter 2020, Vol. 13, No. 21. <https://doi.org/10.7202/1075260ar>
- Bailey, A. (2019). "Shifting borders: Walking simulators, artgames, and the categorical compulsion of gaming discourse." *Press Start Journal*, The University of Glasgow. <https://press-start.gla.ac.uk/index.php/press-start/article/view/135>
- Bailey, A. (2019). "Body clusters, counter-play, and game art within Chris Kerich's *Piles*." *Mediascape: Journal of Cinema and Media Studies*, Fall 2018 Issue, University of California. https://web.archive.org/web/20200201151745/http://www.tft.ucla.edu/mediascape/Fall2018_BodyClusters.html
- Bailey, A. (2018). "Authority of the worm: Examining parasitism within *INSIDE* and *Upstream Color*." *Metacritic Journal for Comparative Studies and Literature*, Issue, 4.2. <https://doi.org/10.24193/mjcst.2018.6.03>
- Bailey, A. (2018). "Fantastic places and where to find them: Pseudo-indexical realities within video games and game art." *The VGA Reader*, Issue 2. The Video Game Art Gallery. <https://doi.org/10.3998/mpub.12471206>

Book Chapters

- Bailey, A. (2020) "Living narrative worlds: Assemblage and multistability within Ian Cheng's *Emissaries* trilogy," in *Multidisciplinary Perspectives on Narrative Aesthetics in Video Games*, edited by Deniz Eyuce Sansal, and Deniz Denizel, Peter Lang Group. <https://doi.org/10.3726/b18052>

Non-Peer-Reviewed Articles & Public Research

- Bailey, A. (1 July 2020). "Critical compilation: *Pathologic*," *Critical Distance*. <https://critical-distance.com/2020/07/01/pathologic/>
- Bailey, A. (26 June 2019). "Unforgotten fantasies: Romantic play within the game art of Angela Washko and Nina Freeman," *First Person Scholar*. The University of Waterloo. <http://www.firstpersonscholar.com/unforgotten-fantasies/>
- Bailey, A. (18 July 2018). "Hauntological remediation within *P.T.* and *Resident Evil 7: The Beginning Hour*." *First Person Scholar*. The University of Waterloo. <http://www.firstpersonscholar.com/hauntological-remediation/>

CONFERENCE PRESENTATIONS

- "Playful Record: Videogames as Playable Archives and Public History," to be presented at the Film and Media Studies Association Conference at the Congress of the Humanities and Social Sciences, Concordia University, Montreal, Canada, 2024 (upcoming).
- "Playful Record: Videogames as Playable Archives and Public History," to be presented at the Canadian

Game Studies Association Conference at the Congress of the Humanities and Social Sciences, Concordia University, Montreal, Canada, 2024 (upcoming).

- “Playful Record: Videogames as Playable Archives and Public History,” presented at the Society of Cinema and Media Studies Conference, Boston, USA, 2024.
- “Landscapes of Digital Art: How Platformized Gameplay is Archived at the MacKenzie Art Gallery,” presented at the International Association for Media and History Conference, Université du Québec à Montréal, Canada, 2023.
- “Found Futures - Archive/Counter-Archive,” presented at Archival Assembly #2, Cinema Transtopia/Kino Arsenal, Berlin, Germany, 2023.
- “Demade by the blood: Bloodborne PSX at a crossroads of horror fandoms,” presented at the Canadian Studies Association Conference, Online/Canada, 2023.
- “A Devious Archive: The Affective Historicity and Paratextual Folkloristics of Black Book,” presented at the Film and Media Studies Association Conference at the Congress of the Humanities and Social Sciences, York University, Canada, 2023.
- “A Devious Archive: The Affective Historicity and Paratextual Folkloristics of Black Book,” presented at the International Conference on Games and Narrative, the University of Waterloo, Canada, 2023.
- “A Devious Archive: The Affective Historicity and Paratextual Folkloristics of Black Book,” presented at the International Communications Association Game Preconference, University of Toronto, Canada, 2023.
- “Platformization in the museum: Unity, *Minecraft*, and the MacKenzie Art Gallery,” presented for the Canadian Games Studies Association Conference, Online/Canada, 2022.
- “Artificial environments: Jakob Kudsk Steensen’s immersive and ecocritical digital art,” presented at the 2021 Online Conference for the Universities Art Association of Online/Canada, 2021
- “Living worlds and infinite games: The posthuman aesthetics of Ian Cheng’s game art,” presented for the Canadian Games Studies Association Conference, Canada, 2021.
- “Cascading horror: How starvation ludonarratively functions within *Sunless Skies* and *Pathologic 2*,” presented at the International Conference on Games and Narrative, the Games Institute at Guelph University, 2021.
- “Living worlds and infinite games: The posthuman aesthetics of Ian Cheng’s game art,” presented for the Canadian Games Studies Association conference at the Congress of the Humanities and Social Sciences, Western University, London, Canada, (accepted but canceled due to COVID-19), 2020.
- “Orbital experiences: The affective aesthetic of David OReilly’s game art,” presented for the Canadian Games Studies Association at Congress of the Humanities and Social Sciences, University of British Columbia, Vancouver, Canada, 2019.
- “Recurring dreams: appropriation, interpretation and adaptation in *Yume Nikki*’s History,” presented at the Montreal International Game Summit in Montreal, Canada, 2019.
- “Dark dream worlds: Examining occulture and technoculture within *Yume Nikki*,” presented at the Southwest Popular American Culture Association Conference, Albuquerque, USA, 2019.
- “Unity worlding: Examining systems and simulation within the game art of Ian Cheng.” Presented at the 65th Annual Wollensken Memorial Symposium, University of Toronto, Toronto, Canada, 2019.
- “Unforgotten fantasies: Romantic play within the game art of Angela Washko and Nina Freeman.” presented at the CADN Graduate Conference, OCAD University, Toronto, Canada, 2019.
- “Not enough memory: Examining history and obsolescence in contemporary game art,” presented at

- the UMN MIMS/CSCL Graduate Conference, University of Minnesota, Minneapolis, USA, 2018.
- “Computational algorithms as tools of control: Hito Steyerl’s *Factory of the Sun*,” presented at the Meeting of the Society for Comparative Literature and the Arts, Johns Hopkins University, Baltimore, USA, 2017
- “Not enough memory: Examining history and obsolescence in contemporary game art,” Presented at the 42nd Annual Meeting of the Social Science History Association Conference. Montreal, Canada, 2017.

GUEST LECTURES & INVITED TALKS

- “Devious Archives: Examining the Paratextual Histories of Independent Horror Videogames.” Presented as part of Archive/Counter-Archive’s ongoing “Working Papers” series, York University, Toronto, Canada, 2023.
- “An open field: Deformalizing the art history of videogames.” Presented to Anna Hudson’s “Research and Professional Practices” graduate seminar, York University, Toronto, Canada, 2021.
- “Artworlds and gamescapes: Navigating the increasingly liminal paths of videogames and contemporary art.” Presented to Kurt Thumlert’s “Digital Games and Learning” graduate seminar, York University, Toronto, Canada, 2019.
- 2019 “Dark dream worlds: Examining occulture and technoculture within *Yume Nikki*.” Presented to Anna Hudson’s “Research and Professional Practices Seminar” graduate seminar, York University, Toronto, Canada, 2019.
- “Confronting the exhibitionary order: Global contemporary art & the Venice Biennale,” presented to Monique Johnson’s “Introduction to Art History” undergraduate lecture, York University, Toronto, Canada, 2019.

CURATION

- *Object Gardens*. PAVED Arts. Saskatoon, Saskatchewan, 2023.
 - Curator of a group exhibition of media installation art focused on the topics of ecocriticism and digital worldbuilding. Participating artists include Peter Burr, Anna Eyler, and Nicolas Lapointe, and Jakob Kudsk Steensen. [More info.](#)
- *Betrayal of the Proper Medium*. XPACE Cultural Centre. Toronto, Ontario, 2013.
 - Curator and participating artist in a group exhibition of media installation art and digital prints focused on playfully reflecting on medium specificity and digital culture. Participating artists include Andrew Bailey, Michael Wirth Broff, Patrick Krzyzanowski, Reid Jenkins, and Pat Navarro. [More info.](#)
- *The Connection Machine*. Ignite Gallery. Toronto, Ontario, 2012.
 - Curator of and participating artist in a group exhibition focused on examining digital aesthetics through an art historical lens informed by Dadaism and psychedelia. Participating artists include Andrew Bailey, Patrick Kyle, Ola Kolodziej, Brianna Lowe, Lauren Pelc-McArthur, Peter Rahul, and Ella Selbie.

SELECTED EXHIBITIONS OF PERSONAL WORK

- *Beware of the Beast*, Narwhal Contemporary, Toronto, Ontario, 2014.
 - A group exhibition at a commercial gallery of drawings, paintings, prints, and sculptures focused on board games, character role-play, and imaginary fields of play.
 - Participating artists include Nicholas Aoki, Nicholas DiGenova, Amy Lockhart, Jamiyla Lowe, Noel Middleton, and Andrew Remington-Bailey. [More info](#)
- *Mind Games*, [Atelier Presse Papier](#). Trois-Rivières, Québec, 2013.*
 - A solo exhibition of silkscreen prints related to my undergraduate thesis and ongoing exploration of historical comic book aesthetics, CMYK halftones methods, and experimental approaches to text and image.
- *Maximal Earnest Fantasy*, [Centre3](#). Hamilton, Ontario, 2013.*
 - A solo exhibition at the Centre3 printmaking artist-run centre that was scheduled during the James Street Art Crawl. I showed a series of digital prints that reimagined Max Ernst's collage work that I had created during a corresponding artist residency that I had undertaken in Centre3's digital print studios.
- *The Reading Nook*. Narwhal Gallery. Toronto, Ontario, 2012. Curated by Alicia Nauta and Kristin Weckworth.
 - A commercial group exhibition at a commercial gallery of zines, prints, drawings, and textile art.
 - Participating artists include Alex Heilbron, Alexandra Mackenzie, Alicia Nauta, Andrew Bailey, Andrew Zukerman, Anna May Henry, Anthony Gerace, Cameron Lee, Chris Kuzma, Daniel Luedtke, Diana VanderMuelen, Ella Selbie, Errol Richardson, Eunice Luk, Ginette Lapalme, Hanna Hur, Inés Estrada, Jeannie Phan, Jeff Garcia, Jesjit Gill, Jessalyn Aaland, Jesse Harris, Jimmy Limit, Lala Albert, Laura McCoy, Mark Connery, Matt King, Melissa Fisher, Melissa Luk, Michael Comeau, Patrick Kyle, Paul Morgan, Peter Hurley, Peter Kalynuk, Phil Woollam, Pierre Richardson, Randy Gagne, Robert Dayton, Shannon Gerard, Rebecca Fin Simonetti, Selena Wong, Seripop, and Tomas Del Balso. [More info](#).
- *Creative Type Four*. [Cooper Cole Gallery](#). Toronto, Ontario, 2012. Curated by Carla Poirier, Jacqueline Lane, and Blair Johnsruude/the Creative Type design collective.
 - The fourth iteration of an annual large-scale group exhibition of experimental typography by Canadian artists and designers.
- *The Unicorn: A Gathering of Magic*, Narwhal Contemporary, Toronto, Ontario, 2010. Curated by Kristin Weckworth and Steve Cober.
 - A commercial group exhibition of prints, textiles, art, drawings, collage, and paintings, loosely themed around the concept of magic.
 - Participating artists include: Attila Adorjany, Sonja Ahlers, Stephen Appleby-Barr, Andrew Bailey, Joe Becker, Gemma Correll, Rory Dean, Matthew Feyld, Theo Gallaro, Heather Goodchild, Adrienne Kammerer, Chris Kuzma, Patrick Kyle, Drue Langois, Ginette Lapalme, Kristin Ledgett, Tessar Lo, Jamilya Lowe, Megan McKenzie, Sarah McNeil, Noel Middleton, Jennifer Muskopf, Alicia Nauta, Noferin, Lauchie Reid, Tania Sanhueza, Kira Shaimanova, Jennie Suddick, Gary Taxali, Jacob Whibley, We Kill You and Selena Wong. [More info](#).
- *The Illuminated Husk*, XPACE Cultural Centre, Toronto, Ontario, 2010. Curated by Jennie Suddick.

- A solo window installation/exhibition featuring a human-sized doll that I created using screen-printed textiles with dense colourful patterns printed on them. [More info.](#)
- *Mass Hypnosis*, OCAD Graduate Gallery, Toronto, Ontario, 2010. Curated by Phillippe Blanchard.
 - An immersive installation exhibition featured screen-printed wallpaper printed in pure red, green, and blue ink that reacted to pulsing RBG light in the gallery space creating a psychedelic animated effect.
 - Participating artists include: Andrew Bailey, Michael Comeau, Morgan Criger, Jeff Garcia, Jesjit Gill, Jacob Horwood, Reid Jenkins, Matt King, Alexandra Mackenzie, Alicia Nauta, and Andrew Zukerman.
- *The Maker*, [LE Gallery](#), Toronto, Ontario, 2010. Curated by Wil Kucey.
 - A commercial exhibition of local Toronto printmakers and drawing artists.
 - Participating artists include: Jamilya Lowe, Daryl Vocat, Dave Trautrimas, Julia Prime, Shannon Gerard, Andrew Bailey, Ian McMurrich, Victor Romao, Katie Pretti, Romas Astrauskas, Eric Mathew, Tessar Lo, Nicholas DI Genova and Luke Painter.

ARTIST RESIDENCIES

- Artist in Residence Program, [Atelier Presse Papier](#), Trois-Rivières, Québec. 2013
 - A weeklong residency that corresponded with a solo exhibition of my undergraduate thesis silkscreen prints and an artist talk where I discussed my experimental approach to CMYK printing.
- Nikolic Studio Scholarship. [Centre3](#), Hamilton, Ontario, 2013
 - A summer-long residency where I was able to utilize Centre3's digital print studio to produce a new series of work based on appropriating and reinterpreting Max Ernst's surreal collage prints. This print series was later shown in a solo exhibition at the end of the residency.
- Spark Box Printmaking Studio Residency, [Spark Box Studio](#), Prince Edward Count, 2012
 - A weeklong residency where I was able to utilize Spark Box's screenprinting facilities to produce a new silkscreen print.

OTHER RELEVANT WORK EXPERIENCE

Knowledge Mobilization Officer

[Archive/Counter-Archive](#), York University, Toronto, Canada (2022-2024)

- Assisting with multiple successful external (SSHRC, Canada Council for the Arts, etc.) and internal (York University) grant and funding applications related to A/CA's projects and programming.
- Designing and art directing event posters, social media assets, websites, short films, and video interviews related to Archive/Counter-Archives events and projects.
- Event and/or project coordination for Archive/Counter-Archive's conferences, talks, screenings, exhibitions, and publications. Select highlights include:
 - [The Indigenous Archives Gathering](#) conference at the TIFF Bell Lightbox in 2022.
 - [Biophilia: Artist and Archive](#) exhibition of site-specific installations across York University campus as a part of Nuit Blanche Toronto 2022.
 - [Margaret Perry: A Life in Film](#) exhibit at the Archives of Ontario as a part of the 2023 Congress

- of the Social Sciences and Humanities.
- [Worth More Standing](#) screening and expanded cinema performance by Lindsey McIntyre and Peter Bussigel as part of the 2023 FMSAC Conference and LIFT's Analogue Resilience: Film Labs Gathering.
- Curating a series of digital archiving workshops led by various Canadian archival practitioners. Speakers have included:
 - Allison Elliot to discuss her memory lab work with the Feminist Institute (NYC).
 - Jeremy Heil, Jennifer Kennedy, Cheryl L'Hirondelle, and Susan Lord to discuss an ongoing Indigenous net art restoration project at Queen's University.
 - Concordia librarians Hélène Brousseau and Sarah Lake for a workshop on web archiving for artists and artist-run centres.
 - Pippin Barr (Concordia) to talk about his work with using GitHub as an archival platform for software and game development.
- Initiating the production of a digital archive of Archive/Counter-Archive's website and other assorted digital artifacts (Google Drive, social media accounts, etc.). This will primarily consist of a web archive run out of the Archives of Ontario's Archive-It license with the Internet Archive, but I am also in the process of trying to get local copies hosted within A/CA's partner universities' libraries.
- Coordinating knowledge mobilization, promotion, and communications for a large academic film history research network via a combination of a community listserv and MailChimp mailing lists, website articles and event postings, and regular social media content.

Vice Editor

[Press Start Journal](#), University of Glasgow, Scotland (remote position), (2021-2022)

- Managing the publication schedule for a peer-reviewed, open-access, online game studies journal.
- Assessing, editing, and copyediting submitted essay drafts.
- Coordinating online with authors, reviewers, and other editors through Discord, email, and Open Journal Systems software to get submitted essays ready for a biannual issue-based publication schedule.

Section Head of Essays

[First Person Scholar](#), University of Waterloo, Canada (remote position), (2020-2022)

- Managing the publication schedule for the essays section of a middle-state online game studies journal.
- Assessing, editing, and copyediting submitted essay drafts.
- Coordinating with authors and other editors over email, Google Docs, and Discord throughout the editorial and review process to get submitted essays ready for a triannual issue-based publication schedule.

Digital Art Festival Coordinator

[Vector Festival](#), InterAccess, Toronto, Canada (2018)

- Graphic design and production art for online and print promotional material.
- Installation/coordination of exhibitions (physical and online), performance art, screenings, and lectures.
- Copy-editing of all textual material for the festival, including exhibition and screening essays.
- Digitizing and archiving previous festival and exhibition material.

- Designed an interactive website to house an online exhibition of internet and game art.

Video Art Programming

Vtape, Toronto, Canada (2015)

- Research, organization, and promotion for upcoming programming.
- Digitizing and archiving a selection of exhibition texts and publications.
- Helping to coordinate a call for submissions and a residency program for emerging curators.
- Regularly write blog posts and articles highlighting the organization's past events and exhibitions.