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We would like to thank  
our Advisory Committees for  
going above and beyond in their help  
with curriculum steering,  
helping students with their projects,  
and constant support for our programs.

We would also like to thank our  
industry representatives for attending  
this event and being part of our panel.

We really appreciate everything you do!

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A special thank you to  
**itch.io** and **Puget Sound Skills Center**  
for hosting our Showcase.

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To all of our guests, thank you  
for sharing this day with us in support  
of our students.

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## COMPETITION CHAIRMAN & EVENT HOST

### **Nellie Hughes**

As a game design industry veteran of 16 years, Nellie Hughes has worked on games such as City of Heroes, Champions Online, Star Trek Online and Guild Wars 2 in a variety of ways. Currently she now resides as a Design Director at Xbox Publishing, helping guide the team and department to be the best they can be.

## SUPER SHOWCASE JUDGES

### **Crystal Reid**

Slayer and creator of internet dragons, Crystal began her journey in games as QA before moving into design where he focused on killing players in fun and interesting ways working on Raid and Dungeon content. These days her focus is around building and growing the Destiny 2 Narrative team at Bungie.

### **Matt Pennebaker**

Matt has worked in almost all areas of design over his 15 year career, from QA to Design Director and many stops in-between. Most of that time was spent working on Guild Wars 2, but also includes time spent working on Plants vs. Zombies 3, and currently an open-world, third-person, AAA role-playing game that takes place in the Dungeons & Dragons franchise. Matt's primary role is designing and prototyping design tools, and facilitating the creation of content with other designers.

### **Dani Long**

Dani has been in and out of the game industry for the past 7 years. They started their career in the indie game scene and after a few years made their way into the aerospace industry working on training simulations and other teaching through gaming experiences. They now work for the game studio Very Very Spaceship in Seattle focusing on creating innovative new experiences and bringing diversity into games.

### **Clayton Kisko**

Clayton has 15 years of experience in the games industry spending most of his time on live service games both as a content creator and team lead. Some of the games Clayton has worked on include Madden, Tony Hawk, and Guild Wars 2. Currently, Clayton is working on creating activity content for Destiny 2's seasonal release content where the focus is on encounters, boss fights, and engaging combat spaces for the players.

2023

*Super*

*Video Game  
Design*

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June 3, 2023

Sponsored By:

**A.M.E.S.**  
Advanced Media  
Entertainment  
Society

# SUPER SHOWCASE

## COMPREHENSIVE COMPETITORS



**Capital High School**  
Olympia, Washington  
**Scott Le Duc**  
Instructor

### "Pixel Tower Defense"

Art  
Killian Lambson  
Design  
Jace Rose  
Producer  
Alex Skinner  
Programming  
Jasper Acord

### "Zombified"

Art  
Avery Jones  
Canon Wilson  
Design  
Seven Morimoto-Benally  
Producer  
Jacob Cotey  
Programmer  
Colton Nabors



**South Kitsap High School**  
Port Orchard, Washington  
**Doug Urner**  
Video Game Design Instructor  
**Trish Tierney**  
3D Modeling & Animation  
Instructor

### "Big Oval"

**Tokoni**  
**"Evil Cave"**  
Developer  
Skyler Hoskinson



**Ingraham High School**  
Seattle, Washington  
**Gavin Britton**  
Video Game Design Teacher

### **Peter Team** **"Jellyfish Game"**

Developer  
Peter Law

### **Tax Evasion** **"Audit Anxiety"**

Art  
Raiza Pawar  
Yesugen Ankhbayar  
Programming  
Dashiell Fadiman  
Kieran Kiehn  
Nicolas Martin



**Everett High**  
Everett, Washington  
**Jim Flatmo**  
Video Game Design Instructor

### **Blue Streak** **"S.O.S."**

Art  
Brooklyn Medina  
Ryza Fresco  
Programming  
Cohan Johnson  
Denis Ben  
Robert Atienza

### **Fiery Chickens** **"Wrongwarp"**

Art  
Malachai Smith  
Riley Johnson  
Shawn Campbell  
Programming  
Jordan Lucas  
Liam Thomson

# SUPER SHOWCASE

## SKILLS CENTERS COMPETITORS



**Northwest Career  
& Technical Academy**  
Mount Vernon, Washington  
**Jason Pasimio**  
Video Game Development  
Instructor

### **Scrungo Inc.** **"Bounty Hunting"**

Art  
Danielle Turcott  
Programming  
Connor Banks  
Corbin Cuthbert  
Gavin Poortinga  
Kai McLaughlin

### **Asylum Seekers** **"Seeking Asylum"**

Art  
Clayton Kester  
Roman Connors  
Programming  
Chris Brown  
Lucas Kreft



**Puget Sound Skills Center**  
Burien, Washington  
**Dr. Chris Cornuelle**  
Instructor

### **Team Namyé** **"Burnout"**

Art  
Jackson Covey  
Design  
Dakota Tossey  
Programming  
Ethan Ebbeson  
Sound  
Julian Salgado

### **Pasty Boys** **"Day In, Day Out"**

Art  
Daniel Hultman  
Design  
Ethan Cichowicz  
Music  
Christian Donovan  
Programming  
James Smith  
Sound  
Jayden Mullert



**Sno-Isle TECH Skills Center**  
Everett, Washington  
**Jim Bassett**  
Video Game Design Instructor  
**Lee Anne Lumsden**  
Animation Instructor

### **Conundrum Creations** **"Solstice"**

Art  
Emma Reiner  
Design  
Celeste Guevara  
Programming  
Ty Good  
Alex Jamesson  
Olivia Lewis

### **Double Edge Studios** **"7th Samurai"**

Art  
Casey Allen  
Alan Wilkinson  
Design  
Tyler Lee  
Programming  
Logan Cox  
Shreyas Sundar Ganesh



**West Sound Tech**  
Bremerton, Washington  
**Tony Sharpe**  
Animation and Video Game  
Design Instructor

### **The Ren Men** **"Cityscape Sprint"**

Art  
Elijah Chenoweth  
Design  
Ib McEachran  
Programming  
Ryan Jones

### **Rubeus Quest** **"Rubeus Quest"**

Design  
Izzy Quintanilla  
Robbie Allen  
Programming  
Katie Tillson

*Every year, student teams across the state  
are given a prompt by the  
Advanced Media Entertainment Society  
and must develop their project  
within the same two month time frame.*

*This year's prompt is:  
"Habits & Rituals"  
Teams competed at the local level  
for the right to advance  
to this Super Showcase event.*