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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

### 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

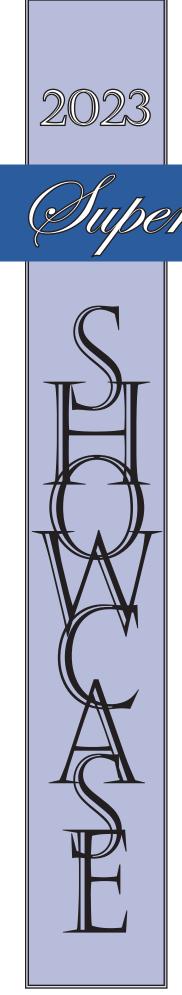
Matt has worked in almost all areas of design over his 15 year career, from QA to Design Director and many stops in-between. Most of that time was spent working on Guild Wars 2, but also includes time spent working on Plants vs. Zombies 3, and currently an open-world, third-person, AAA role-playing game 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.



Video Game Design

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

<u>Design</u>
Jace Rose

<u>Producer</u>
Alex Skinner

<u>Programming</u>
Jasper Acord

### "Zombified"

Art
Avery Jones
Canon Wilson

<u>Design</u>
Seven Morimoto-Benally

<u>Producer</u>
Jacob Cotey

<u>Programmer</u>
Colton Nabors



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

"Big Oval"

#### Tokoni "Fvil Cave"

"Evil Cave"

<u>Developer</u> Skyler Hoskinson



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

#### Peter Team "Jellyfish Game"

<u>Developer</u> Peter Law

### Tax Evasion "Audit Anxiety"

Art Raiza Pawar Yesugen Ankhbayar <u>Programming</u> 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"

Malachai Smith Riley Johnson Shawn Campbell <u>Programming</u> Jordan Lucas Liam Thomson

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.

# 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 Namye

"Burnout"

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

# Pasty Boys "Day In, Day Out"

Art
Daniel Hultman
<u>Design</u>
Ethan Cichowicz
<u>Music</u>
Christian Donovan
<u>Programming</u>
James Smith
<u>Sound</u>
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
<u>Design</u>
Celeste Guevara
<u>Programming</u>
Ty Good
Alex Jamesson
Olivia Lewis

# **Double Edge Studios**

"7th Samurai"

Art
Casey Allen
Alan Wilkinson
<u>Design</u>
Tyler Lee
<u>Programming</u>
Logan Cox
Shreyas Sundar Ganesh



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

# The Ren Men "Cityscape Sprint"

Elijah Chenoweth

<u>Design</u>

Ib McEachran

<u>Programming</u>

Ryan Jones

# Rubeus Quest "Rubeus Quest"

<u>Design</u> Izzy Quintanilla Robbie Allen <u>Programming</u> Katie Tillson