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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 **Everett High School** 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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## SUPER SHOWCASE JUDGES

### Crystal Reid

Crystal started working in games in 2010 as a QA Tester at ArenaNet. She had an opportunity to transition to design where she specialized in combat encounters from scalable open world creatures to Raid bosses. Currently she's at Bungie working at a studio level overseeing NAC (Narrative, Audio & Cinematics) in a strategic role. She's probably on her 4th playthrough of Baldur's Gate 3 by the time you read this.

### 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.

### Kevin Martens

Kevin started in games as a writer in 1998 on the Baldur's Gate series at BioWare. While there he made Neverwinter Nights, Jade Empire, and Dragon Age Origins. He has also worked on Diablo III, and World of Warcraft at Blizzard Entertainment and currently leads the Design Department at Bungie Inc. His favorite part of game design is finding new combinations of elements in a game that make all of them feel fresh again.

### Timothy Cobb

Tim started working in games in 2021 after finishing school at Full Sail University. He is currently an open world content designer on the MMO Guild Wars 2. His most recent work was on Guild Wars 2: Secrets of the Obscure. Tim enjoys breaking apart game worlds and finding things that help keep players immersed.

2024

Super

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Design

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June 1, 2024

Sponsored By:

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

# COMPETITION CHAIRMAN & EVENT HOSTS

## 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.

## Liz Bell

Utilizing a passion for games and teaching, Liz has been teaching kids from 5-18 how to make their own video games. They now work as a Franchise Business Consultant for Code Ninjas, helping over 60 locations across the West Coast that teach kids how to make games.

# SUPER SHOWCASE COMPREHENSIVE COMPETITORS



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

“Public Wizard  
Transportation”  
Art  
Arlo McMillin-Hastings

Nate Donahue  
Programming  
Bryce Roberts  
Leo Martinelli  
Sound  
Larry Yount

“Toaster Noir”  
Art  
Azure Holbein-Rizzieri

Jacb Cotey  
Design  
Colton Nabors  
Producer  
Ethan Cotey  
Sound  
Connor Pratt

“URB”  
Design/Music  
Nicky Evans  
Design  
Landen Guthrie  
Spencer James  
Cohen Apley



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

**A For Effort**  
“Astral Outlaw”  
Art  
Andrew Contraro  
Programming  
Wiley Greenway  
Music  
Demetrio Garcia

**Coding Cowboys**  
“Robot Fixer”  
Art  
Finnigan Davis  
Tyler Gilbert  
Music  
Rowan Davis  
Programming  
Jameson Rose  
Joseph Swisher

**Team Ruby**  
“Roomba Craze”  
Art  
Aiden Geer  
Markeese Lyons  
Design  
Anh Luong  
Programming  
Alex Muellenbach  
Jessica Guerrero

# SUPER SHOWCASE SKILLS CENTERS COMPETITORS



**Northwest Career & Technical Academy**

Mount Vernon, Washington  
**Jason Pasimio**  
Video Game Development Instructor



**Sno-Isle TECH Skills Center**  
Everett, Washington  
**Derek Herrera-Sturm**  
Video Game Design Instructor  
**Lee Anne Lumsden**  
Animation Instructor

## The Doffer Offers

“Dingledoff Takedown 302”  
Art

Raven Allen  
Sophia Kuhnlein  
Design  
Javier Garcia  
Producer  
Danielito Robb-Bryan  
Programming  
Angel Zepeda

## Garbage Code

“Hope To God”  
Art

Keith Cox  
Design  
Lorenzo Ressa  
Programming  
Elijah Pasimio  
Leif Wedin

## Scrungo Inc.

“How to Train an AI”  
Art

Connor Banks  
Programming  
Corbin Cuthbert  
Gavin Poortinga

## Intranet Studios

“Project Virtualize”  
Art

Finch Germaine  
Sophia Bond  
Programming  
Dylan Cantu  
Marcus Klammt

## Seaspray Studios

“Firewall”  
Art

Cale Ha  
Lizzy Tanner  
Em Madsen  
Design  
William Stevenson  
Programming  
Benicio Burgos

## Snoozing Studios

“Lost Strings”  
Art

Satine Watts  
Programming  
Braden Nichols  
Jackson Martin  
Lapis Krueger  
Ruth-Anne Jones

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:

“Artificial... but not Intelligent”  
Teams competed at the local level  
for the right to advance  
to this Super Showcase event.