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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.

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.

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.

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

*Video Game
Design*

SHOWCASE

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
Jacob 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

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

Scrunge Inc.
"How to Train an AI"
Art
Connor Banks
Programming
Corbin Cuthbert
Gavin Poortinga



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

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.*