SUPER SHOWCASE
JUDGES

Crystal Reid
Crystal started working in games in 2010 as a QA Tester at ArenaNet. Since then her career journey has jumped disciplines multiple times, first starting in Design, then transitioning to Narrative, eventually taking on Audio and Cinematic department responsibilities, and now finally moving into the role of Production. Currently at Bungie she is a Production Director on Destiny 2 overseeing the shared creative services for the franchise.

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, an unannounced Dungeons & Dragons game, and currently an unannounced game at Zenimax Online Studios. Matt's primary role is designing and prototyping design tools, and facilitating the creation of content with other designers.

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.

Caitlin Nairon
Caitlin started out as an online instructor for iD Tech camps teaching classes like 3D modeling and animation in Maya, 3D game design in Unreal Engine or Godot, and programming in Java or C++. They then migrated to the game industry in 2022 at Bungie as an Associate Technical Designer working on Destiny 2's seasonal and expansion content, mainly working with object mechanics. Now at Zenimax Online Studios as a Technical Designer working on an unannounced project, Caitlin is primarily focused on designing and trailblazing sustainable workflows and systems for designers to make use of when creating core player content.

Kelsey Pickinpaugh
Kelsey has long held an affinity for the multi-faceted world of player experience. Her first job working on virtual casino games as a UI artist was her introduction to UX, where it became a crash course in player psychology. After working in mobile gaming for a number of years, Kelsey joined ArenaNet (working on an unreleased title) before moving on to Undead Labs for State of Decay 2: Juggernaut Edition and leading UX design and direction of State of Decay 3. Kelsey's passion for UX grows from her desire to make games more accessible to all players.

2025

Super

Video Game Design

SHOWCASE

May 31, 2024

Sponsored By:

A.M.E.S.

Advanced Media
Entertainment
Society

SUPER SHOWCASE
COMPREHENSIVE COMPETITORS

Capital High School
Olympia, Washington
Scott Le Duc
Instructor

"He's Behind Me Isn't He"
Producer
Kasen Bui
Character & Level Designer
Jaxson Guerrero
UI/Weapons Designer
Nathan Gage
Sound
Troy Makhakha

"Masked"
Programming/Producer
Landen Guthrie
Design
Brody Rau
Sound
Spencer James

"QuickSwap"
Programming/Producer
Lex Lehr
Art
Jonas Forgacs
Design
Ayden Tucker

WHY NOT YOU
ACADEMY
Why Not You Academy
Des Moines, Washington
Andrew Edmonds
Daniel Glaser
Instructors

"Highway Rush"
Programming/Producer
Yousuf Mohamed
Design
Malachi Wondimagegnehu
Sound
Abdirisaq Mohamed

"Warn Facade"
Producer
Jeriemiah Collins
Art
Connie Ivory
Programming
Sammy Huxtable
Design
Jaxon Rowland

Lindbergh High
Renton, Washington
"Tooth & Nail"
Programming/Producer
Veld Tocher
Art
Atticus McSweeney
Design
Skye Kelly

Everett High
Everett, Washington
Jim Flatmo
Video Game Design Instructor

"Imaskapable"
Nicholas Bertiaux
Thienbao Vo
David Moiseyev
Nathan Erickson
Dereck Castillo Rodriguez

"Mask Shooty Shooty"
Kaloni Herring
Ignatius Nelms
Derek Haas
Kyle Steele
David Porter-Alvarez

KEITHLEY
MIDDLE SCHOOL
Keithley Middle School
Tacoma, Washington
Brendan Stanton
Instructor

"Five Shifts At Derpy's"
Programming
Jose Franco Moreno
Design
Josef Call
Sound
Iris Little

"HyperMurder"
Producer
Liem Poore
Art
Chanraksa Theuon
Programming
Zachary Gavigan
Design
Nathan Landers
Sound
Jerry Tauala

OAK HARBOR
HIGH SCHOOL
Oak Harbor High School
Renton, Washington
Susan Rogers
Instructor

" Illumoria"
Design/Producer
Trevor Jones
Art
Kaitlin Cellona
Antoinette Scherer
Music
Raymond Matlack

"Mega Antivirus Super Killer"
Programming
Zachary Carothers
Design
Lucas Gruenwald

SUPER SHOWCASE
SKILLS CENTERS COMPETITORS

Northwest Career & Technical Academy

Northwest Career
& Technical Academy
Mount Vernon, Washington
Linton Porteous
Instructor

Spider Studios
"3 Masks"
Art
Grace Nelson
Taylee Brevick
Design
Grizz Norman
Programming
Jensen Lee
Jamie Cook

The Insomniacs
"Medibis"
Art
Aslin Mellema
Design
Xander Brown
Programming
Echo Swanson

TRI TECH
SKILLS CENTER
Tri-Tech Skills Center
Kennewick, Washington
Mat Adelmund
Instructor

TeamTech
"Cyberdash"
Art
Peyton Privratsky
Programming
Hunter Taylor
Caleb Guzman
Design
Jaxon Fuhriman

Facadicle Four
"Facadesicle"
Art
Logan Pick
Design
Sierra Moscatelli
Programming
Angel Espinoza
Max Lorenzo

Sno-Isle TECH Skills Center
Everett, Washington
Derek Herrera-Sturm
Video Game Design Instructor
Keira Wentworth
Animation Instructor

Helmet Head Studios
"Drama Outlet"
Art
Harley Hedglin
Lazlo Pashelk
Mark Sivigliano
Programming
Tobiahs Day
Ethan Kellar

How Hungry Studios
"Plaguebreaker"
Art
Ruth-Anne Jones
Programming
Benicio Burgos
Braden Nichols
Cayden Goldman
Jaden Smith

WST
West Sound Tech
Bermerton, Washington
Tony Sharpe
Instructor

Three bugs in a Trenchcoat
"Entrailed"
Art/Design
Kayla Fisher
Programming
Nick Klusman
Morgan Erickson
Sound
Morgan Erickson

Crystal River
"Maskpocalypse"
Programming/Design
Wyatt Guski
Art/Music
Tristen Simon

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: "The Masks We Wear" Teams competed at the local level for the right to advance to this Super Showcase event.