

# Josef Nguyen

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<http://www.josefnguyen.net>

## EDUCATION

**University of California, Davis, CA**

*PhD Student in English*

Anticipated Graduation: 2015

**University of California, Irvine, CA**

*Master of Science in Information and Computer Sciences  
with a concentration in Arts Computation Engineering*

September 2009

**University of the Pacific, Stockton, CA**

*Bachelor of Arts in English  
Bachelor of Science in Computer Science*

May 2007

Phi Beta Kappa Honors Society

Phi Kappa Phi Honors Society

University Honors Program, magna cum laude

## CONFERENCE PRESENTATIONS

Nguyen, J. "Climate Change and Speculation in Susan M. Gaines' *Carbon Dreams*." Bloomington, Indiana: *ASLE 2011 Conference: Species, Space, and the Imagination of the Global*. 21-26 June 2011.

Nguyen, J. "Playing with my Avatar: Relationships and Role-Playing in Games." Irvine, California: *Annual Department of Comparative Literature Conference – Play: Towards a Critical Concept*. 4-5 Apr. 2008.

Nguyen, J. "Rendering Real Life and Virtual Fear: Structuring Play, Performance, and Horror in *Lifeline*." Orlando, Florida: *Game Culture and Theory, Community and Culture in the Fantastic Division. The 29th International Conference on the Fantastic in the Arts*, 18-23 Mar. 2008.

## PROJECT DEMONSTRATIONS AND EXHIBITIONS

Winfield, L., and Nguyen, J. *The Limits of Civility*. University of California, Davis. *The Civility Project*. 2011.

Nguyen, J. *freak!*. Irvine, California: *ACE 2009 Thesis Show*. 9-12 June 2009.

Noack, N., Lindtner, S., Nguyen, J., and Hayes, G., "LoRy: A Locative Story Game to Encourage Playful and Social Learning." Chicago, Illinois: *Conference on Interaction Design for Children*, 11-13 June, 2008.

## HONORS AND AWARDS

Medical Humanities Research Grant: 2011-2012 Academic Year. Cross-UC Medical Humanities Consortium. University of California, Davis.

Director's Fellowship: 2007-2008 Academic Year. Arts Computation Engineering Program: University of California, Irvine.

Dean's Research Award: Spring 2007. Sponsoring Programs: University of the Pacific.

Arlen J. Hansen Writing Prize and Scholarship: 2006. Department of English: University of the Pacific.

## ACADEMIC SERVICE

**Graduate Student Representative** for the English Department Technology Committee

Sept 2011 - Present

**Events Coordinator** for the English Graduate Student Association

Sept 2010 – June 2011

## TEACHING EXPERIENCE

**Instructor** for *UWP1: Expository Writing*, University Writing Program, UC Davis

Fall 2010, Winter 2011,

	Spring 2011, Fall 2011, Winter 2012
<b>Teaching Assistant</b> for two sections of <i>ENG10C: Literature in English: 1900 – Present</i> , English, UC Davis	Spring 2010
<b>Teaching Assistant</b> for <i>US12: Computer Games as Art, Culture, and Technology</i> , First-Year Integrated Program, UC Irvine	Fall 2008, Winter 2009, Spring 2009

## RESEARCH EXPERIENCE

<b>Graduate Student Researcher</b> , Humanities Innovation Lab, Davis Humanities Institute, UC Davis	Oct 2009 – Present
<b>Graduate Fellow</b> , Civility Project, Davis Humanities Institute, UC Davis	June 2011 – Oct 2011
<b>Grant Writing Assistant</b> , Research Development Office for the Natural Sciences and Physical Sciences, UC Irvine	June 2008 – Sept 2008 July 2009 – Aug 2009
<b>Graduate Student Researcher</b> , Department of Informatics, UC Irvine	Mar 2008 – Aug 2008 June 2009 – July 2009

## OTHER WORK EXPERIENCE

<b>Web Interface Analyst and Designer</b> , DaVinci Business Graphics, Irvine, CA	Oct 2007 – Dec 2007
<b>Technical Writer</b> , Vinothèque Wine Cellars, Stockton, CA	Apr 2007 – Aug 2007
<b>Webmaster</b> , Honors Program, University of the Pacific	Sept 2003 – May 2007
<b>Software Development Intern</b> , Pac-West Telecom, Stockton	May 2006 – Aug 2006

## PROFESSIONAL ORGANIZATIONS

- Society for Literature, Science, and the Arts
- Association for the Study of Literature and Environment

## TECHNICAL SKILLS

- Extensive programming experience in JAVA and C/C++
- Experience in homebrew development for the Nintendo DS
- Working experience in the JAVA 2 Enterprise Edition, .NET C#, Ruby, Perl, Scheme, Prolog, Pascal