**Robert Frye**

**17878 Preston Dr. Apt 382**

**Dallas TX, 75252**

**(512) 525-4937**

[**bobby.frye@gmail.com**](mailto:bobby.frye@gmail.com)

**http://bobbyfrye.wordpress.com/**

***Computer Experience***

**Operating Systems**: IBM PC, MAC

**Software:** Photoshop, Illustrator, Maya, zBrush, Gamemaker, Construct, UDK, Twine, Microsoft Powerpoint, Microsoft Word.

***Work Experience***

Level Designer, 2004-2005 , Barking Lizards Technology

Research Assistant in Arts and Technology, 2009-2011 ,The University of Texas at Dallas (800 W. Campbell Road, Richardson, TX)

Teaching Assistant in Arts and Technology, spring 2011 - Spring 2013, The University of Texas at Dallas (800 W. Campbell Road, Richardson, TX)

Academic Advisor II in Arts and Technology and Emergent Media and Communication, June 2013 - July 2014, The University of Texas at Dallas (800 W. Campbell Road, Richardson, TX)

***Teaching Activity***

Instructor: ATEC 2320: Introductory Topics in Arts and Technology INTRO TO GAMING, 2011-2013, The University of Texas at Dallas (800 W. Campbell Road, Richardson, TX)

***Education***

Bachelors of Arts, 8 December 2007 , The University of Texas at Dallas, Arts and Technology

Masters of Fine Art, 17 December 2010 , The University of Texas at Dallas, Arts and Technology

Doctor of Philosophy, January 2011 - Current , The University of Texas at Dallas, Arts and Technology

***Funded Game Research Projects***

Serious Games for Professional Development

P.I.: Thomas Linehan

Co-P.I.: Monica Evans

Bill and Melinda Gates Foundation

November 30, 2012

Virtual Assessment Tool for Medical Students

P.I.: Monica Evans

Transforming Innovations in Medical Education, UT System

January 1, 2012 – August 31, 2012

Values Game Initiative

P.I.: Monica Evans

Center for Values in Science, Medicine, and Technology, UT Dallas May 15, 2010 –

August 15, 2011

Digital Calculus Coach

P.I.: Monica Evans

Transforming Undergraduate Education: UT System

Aug 15, 2009 – Aug 15, 2010

***Unfunded Game Research Projects***

*The Departure*

Robert Frye (creative director)

The University of Texas at Dallas GameLab, 2009

*Boogie Woogie.*

Robert Frye (sole creator)

one-switch Gamma 4 competition (ported later to iOS devices)

*Cargo*

Robert Frye (creative director)

The University of Texas at Dallas GameLab, 2010

*Fill the world with your rainbow*

Robert Frye (sole creator)

publicly released at the “Videogame Cultures and the Future of Interactive Entertainment

conference at Oxford, England, 2013