

Will Jordan

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EDUCATION

- 2014 Ph.D., Comparative Literature, University of California, Irvine
- 2008 M.A., Comparative Literature, University of California, Irvine (conferred 2011)
- 2005 B.S., Literature and Computer Science, Yale University

DOCTORAL DISSERTATION

“Ludocapital: The Political Economy of Digital Play”

Committee: Eyal Amiran (chair), David Theo Goldberg, James Steintrager

A theory of ludocapitalism, studying the incorporation of game-playing into capitalism in contemporary technoculture. Chapters on serious games, Tetris, procedural literacy, and Bitcoin advance a critical approach to digital game and software studies, attentive to technical-social platforms upon which new media are constructed, with an aim to reconfigure conditions of ludocapitalist society toward better sustaining ethical-political forms of life.

CONFERENCE PAPERS

- 2009 “Evolution of the tetromino-stacking game: An historical design study of Tetris.” Digital Games Research Association (DiGRA), Brunel University, UK.
- 2007 “From Rule-Breaking to ROM-Hacking: Theorizing the Computer Game-as-Commodity.” DiGRA, Tokyo University, Japan.
- 2007 “Emulators, Romhackers, Speedrunners: A Survey of Digital Power Plays.” Media in Transition, Massachusetts Institute of Technology.

FELLOWSHIPS AND AWARDS

- 2012–2013 Dissertation Year Fellowship, University of California, Irvine
- 2011 SECT Fellowship (Seminar in Experimental Critical Theory), University of California Humanities Research Institute
- 2006 SECT Fellowship, University of California Humanities Research Institute
- 2005–2006 Regents’ Fellowship, University of California, Irvine
- 2005 Distinction in Computer Science, Yale University

PROFESSIONAL EMPLOYMENT

- 2014 Code.org, Engineer (March 2014–Present)
- 2010–2012 ZipZapPlay/PopCap, Senior Software Engineer (September 2010–September 2012)
ZipZapPlay, Contract Engineer (May 2010–September 2010)
- 2007–2010 Javaground, Senior Software Engineer (February 2009–March 2010)
Javaground, Software Engineer (July 2007–February 2009)

TEACHING EXPERIENCE

- 2006–2007 Critical Reading and Rhetoric, University of California, Irvine (Instructor, 3 quarters)
Introductory undergraduate course that focused on reading and writing across a variety of genres and media with an aim to develop effective argumentation and critical thinking skills.
- 2006 Formal pedagogical training in rhetoric and composition, University of California, Irvine
- 2004 Computer Graphics, Yale University (Teaching Assistant, 1 semester)
Advanced Computer Science course for undergraduate and graduate students.

PROFESSIONAL SERVICE

- 2010 Conference Associate, Game Developers Conference, San Francisco, CA.
- 2009 Conference Associate, Game Developers Conference, San Francisco, CA.
- 2008 Conference organizer, “Play: Towards a Critical Concept,” University of California, Irvine.

LANGUAGES

- French (reading proficiency)
- Japanese (reading proficiency)

SOFTWARE PLATFORM EXPERTISE

Ruby/Rails, JavaScript/Node.js, Actionscript/Flash/AIR, PHP/Facebook Platform, Java platform (SE/ME/EE), C++/BREW, Android, iOS, SVN/Git, Linux/Ubuntu, Amazon Web Services, Google Cloud Platform