Pat Healy

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EDUCATION

UNIVERSITY OF PITTSBURGH
PhD in Information Science
Advised by Dmitriy Babichenko
Currently in Progress
2019 - Present | GPA 3.98

B.S. in Computer Science
B.S. in Information Science
B.A. in Philosophy
2015 - 2019 | GPA 3.764

TEACHING

COURSES I'VE SERVED AS TA
INFSCI 1430: UX Engineering
INFSCI 1061: Game Implementation
INFSCI 0510: Data Analytics
INFSCI 0010: Intro to Inf, Sys, & Soc
CS 0449: Intro to Systems Software
CS 0401: Intermediate Prog. w/ Java
CS 0008: Intro to Prog. w/ Python
CS 0007: Intro to Prog. w/ Java
ENGLIT 0331: Great Books Part 2
ENGLIT 0330: Great Books Part 1

COURSES I'VE CO-TAUGHT
INFSCI 1450: Game Design

SKILLS

PROGRAMMING
C# • Python • Java • PHP • Ruby

GAME ENGINES/TOOLS
Unity • Ren'Py • Twine • Unreal Engine

FRONT-END
HTML • CSS • JS • Bootstrap

CONTENT CREATION
Premiere Pro • Photoshop • After Effects

MISCELLANEOUS
Wet Lab Skills • *Typography Comedy*
DSLR Photography

INTERESTS

Serious Games • Simulation Rhetoric • XR
HCI • Social Computing • Anarchism
Queer Game Design • Free Software

You can find my portfolio on my website, patwhealy.com

References available upon request.

I am a serious games researcher with 6 years of experience designing, developing, and assessing video games. I hold my research interests, passion for teaching, and pursuit of creative opportunities in equal regard, which thus far has made academia an attractive option. My current research focus is on investigating procedural rhetoric as a mechanism for serious games' ability to educate, persuade, or inspire in various contexts.

CURRENT RESEARCH PROJECTS

DR. ZOO | Collaboration with Psychiatry Faculty
• Developed an AR game about giving vaccines to animals to help children overcome their fear of needles, primarily through exposure therapy
MOUNTAIN QUEST | Collaboration with Nursing Faculty
• Developed a 3rd-person shooter about feeding junk food to trolls to teach children about processed foods, food deserts, and other topics in nutrition.
SOUNDSCAPE.SOCIAL | Collaboration with Music Grad
• Developed a virtual world to host virtual classical music concerts and test theories of anonymous communication and modeling anarchist community
TRILLIONAIRE | Collaboration with English Faculty
• Developed a persuasive game about wealth inequality and ran a 110-participant study to explore it as a case study in how players understand procedural representations of political concepts.

EXPERIENCE

UNDERGRADUATE RESEARCH EXPERIENCE
Working for Kids: Building Skills LLC | Fall 2016-Summer 2019
• Collaborated with Neuroscience researchers to design, develop, and assess educational technologies to teach the public about brain development.
McLaren Lab @ Carnegie Mellon University HCI Institute | Summer 2018
• Researched educational games for teaching math skills to middle school students, as a part of the HCII Summer Research Program
InPhO Lab @ University of Pittsburgh | Spring 2018 - Spring 2019
• Automated research tasks for a project on cataloging gender representation across the history of academic Philosophy
Vibrant Media Lab @ University of Pittsburgh | Spring 2017 - Spring 2019
• Pioneered the software development behind the OdysseyNow project, an emulation of the Magnavox Odyssey

EXTRACURRICULARS & SERVICE
Game Jam Organizing @ University of Pittsburgh | Spring 2020 - Present
• Organized Games4SocialImpact 2021 and the Oakland Homeschool Jam
Graduate Student Organizing Committee | Summer 2019 - Present
• Advocating for a variety of social justice causes with fellow grad students, organizing several public demonstrations and regular meetings
School of Computing and Information DEI Committee | Fall 2021 - Present
• Acting as student representative to advocate for equitable representation of historically-underrepresented groups in my school

AWARDS

Games4SocialImpact: "Most Fun" Award | Fall 2019
University Honors College: Honors Scholar | Spring 2019
Games4Health: Best Unity3D Implementation | Fall 2018
Mary Ellen Callahan Undergraduate Research Award | Spring 2018
Kuzneski Cup Innovation Challenge Finalist | Fall 2017
Chancellor's Undergraduate Teaching Fellowship | Fall 2016