JASON CORACE

GAME DESIGN & EDUCATION

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ACADEMIC EXPERIENCE

Pratt Institute, Brooklyn
2022 – 2025

Associate Professor and Game Arts Program Coordinator
I launched and directed Pratt's Game Arts BFA program and was a full-time professor in the program. I have redesigned the program's core curriculum, mentored junior faculty, developed public programs, led workshops and have built relationships with the local and international game design industry. The program was ranked the 45th best undergraduate Game design program in the world by the Princeton review in 2025.

Maryland Institute College of Art, Baltimore
2017 – 2021

Founding Director of MICA Game Lab and Game Design BFA
I founded the MICA Game Lab and designed the Game Design BFA program. My responsibilities included: teaching, overseeing curriculum development, space and technical needs, hiring staff, managing public programs, and a residency program. I also lead our research lab which developed projects with: Johns Hopkins University, The Baltimore Mayor's Office of Innovation, The Maryland Blended Reality Center, The Walters Art Museum, The Creative Alliance, Arlington Arts Center, and Art Works for Change. The program was ranked the 26h best undergraduate Game design program in the world by the Princeton review in 2021.

Maryland Institute College of Art, Baltimore
2015–2017

Chair of Interactive Arts Department
I oversaw the department's three curricular areas: Interactive Art, Sound Art and Game Design. Along with teaching, I helped redevelop the program's curriculum, developed partnered classes with other departments and Johns Hopkins University, advised students, built public programs and supervised the design of new facilities for the department.

Maryland Institute College of Art, Baltimore
2009 – 2015

Full-time Faculty in Interactive Arts
Taught courses in both Interaction Design and Game Design. Founded and coordinated the school's Game Arts Concentration, acted as a thesis adviser for graduate students and developed a partnered course with Etsy.

Parsons School of Design, New York City
2003 – 2009

Part-time Faculty in Design Technology
I taught both undergraduate and graduate studio courses for the Parsons Design and Technology department. I also served as a thesis adviser for graduate students and developed curriculum for the department including their first Game Design courses.

New York University, New York City
2006 – 2008

Part-time Faculty in Game Design
I taught two courses as an adjunct through NYU's Gallatin School and served as an academic advisor on two thesis projects.

EDUCATION

Parsons School of Design, New York City

MFA in Design and Technology
Primary focus on Game Design and New Media Art.

Evergreen State College, Olympia

Bachelor of Arts
Concentration in Political Science and Fine Arts.

PROFESSIONAL EXPERIENCE

Golden Grave
2015 - 2025

Game Designer & Consultant
Since 2015, I have worked as a game designer and consultant. Recent projects have included creating industry standard certification courses for Unity Technologies (one of the leading game engines), designing award winning games for Bicycle Cards and creating playful museum designs for Quatrofoil Associates.

Double Triple
2007 - 2009

Partner
I helped run a mixed-media design studio that worked in web, video, print and identity design. Developed clients, contracts and handled project management and production.

Parsons Institute of Information Mapping
2004-2006

Senior Information Designer
Researched, designed and built data visualization applications for web based platforms. Clients included the NY/NJ Port Authority, National Geospatial-Intelligence Agency.

Kirshenbaum Bond
2004-2005

Interaction Designer
Worked as a consultant for this ad agency and created interactive marketing campaigns for their clients.

Vision Education
2002-2004

Mentor and Curriculum Designer
Taught and designed after school programs in game design and programming for high school students in the greater NYC area.

Gvox Software
1999 -2001

Producer
Created development plans, developed content and oversaw project completion for a variety of music software tools and educational software.

TECHNICAL SKILLS

Programming Languages

C#, C++, Javascript, LUA, GDScript, PHP, MySql, HTML, CSS

Software

Unity, Unreal, Godot, Maya, Blender, Twine, Ink, Yarnspinner, GitHub, PlasticSCM, Figma, Jira, Adobe Suite, Affinity, Arduino, Processing

Other

3D Printing, Digital Fabrication, Physical Computing, VR/AR Development, Sound Design Agile Development.

PROJECTS

2024 **Waddle Throttle**

Arcade game and machine released at Magfest 2025 and a limited release by Arcade Commons. Switch and Steam release planned for late 2026.

Archway Arcade 2025   *- Juried Exhibition by GUMBO*
Magfest Indie Arcade 2025   *- Juried Exhibition in National Harbour*
Arcade Commons Compilation 5   *- Invited Contributor*
Wonder Cab Residency Fall 24   *- Juried Residency*

2024 **The Interview**

A live action deduction game exploring public trust and systems of social control. The project was funded with support from the Goethe Institute and CultureEU and was shown in Wienmar Germany and Tartu Estonia as part of an Urban Festival celebrating Tartu as the EU capital of culture for 2024

Interspaces Festival 2024   *- Juried Exhibition*
KulturSymposium Festival 2023   *- Juried Exhibition*

2023 **Dreamweavers**

2 player tabletop push your luck / set collection game currently signed and in production by Panadsaurus Games. Tabletop games are a very competitve medium to get published, publishers often review 1000's of games each year before signing and producing a handful of releases each year. *Note: current tariff instability has serverly hurt the board game industry and are pushing back projects.*

Release   *- TBA*

2022 **Super Truffle Pigs**

2-4 player programmable movement, resource collection tabletop game which won the Ion Game Design award released by Bicycle Cards after a successful Kickstarter campaign.

Kickstarter 2022   *- Successful campaign raised over 30k*
Ion Award 2020   *– Juried Game Design Award*

2021 **The QuadCade**

VR research project and game produced with the Maryland Medical Center funded by a grant from the Maryland Blended Reality Center. The game won the 2021 Games For Change Award for best VR experience.

Games Con Asia 2021   *- Invited to speak about project*
Games For Change Best XR 2021   *- Juried Serious Game Design Award*
MD Blended Reality Center Grant *- Peer reviewed project support grant*

2019   **Dispatch**

Tabletop/Digital game to explore community policing made with the Baltimore Office of Inovation in collboration with the Baltimore mayor's office and Police force. The game was used to both test new recruits abilities to interact with the public and create a dialog around what the community wanted in terms of community policing.

Bloomberg Philanthropies   *- Funded Project*
Artscape 2019   *- Game exhibited at BPD community booth*
BPD Community outreach   *- Used in the cadet training program and at*
                                  * public events from 2019 - current*

2018 **Storylines**

Mobile storytelling game created and funded by the non-profit Artworks for Change, released on iOS and Android. I was the lead programmer, producer and designer on the project.

Artworks for Change   *- Funded project for the MICA Game Lab*

2017 **WurdWizard**

Mobile endless spelling game created by my studio Golden Grave and released on Android and Itch.io.

2016 **Code Indico**

An immersive game and theatrical experience in Milan, Italy, that ran for four nights and attracted over 800 paying participants. I co-designed the narrative, gameplay, and overall experience structure. The production guided 200 players at a time through a two-hour journey, brought to life by more than 30 actors in an immersive setting.

Cariplo Foundation   *- Funded Project*
Urban Games Factory   *- Invited Designer*

2015 **A History of Hybrid Games**

I developed an Interactive timeline and research paper detailing the early history of analog / digital game design. The goal of this project was to connect the history of tabletop and video games and the crossover games that combine these two forms.

Strong Museum of Play   *- Research Fellowship*
PIIM Journal   *- Publication*

2015 **Race the Future**

Live action game / sculpture created in 72 hours. I worked with a team of 10 architects, fabricators, designers and game designers to create a public installation that connected the public to the history of their city:

Urbane Künste Ruhr   *- Juried Exhibition in Witten Germany*
72 Hour Interactions Award *- Top Festival Award*
72 Hour Interactions   *- Invited Designer*
Playpublik Festival   *- Juried Exhibition in Krakow Poland*

2015 **Mr. Yums**

A large scale sculptural game about gamification exhibited and funded with a grant from the Arlington Arts Center. I co-designed the game with Sam Sheffield and was in charge of programming and fabrication of the the work.

Play, Tinker Tech and Toy   *- Juried Exhibition at the Arlington Arts Center*

2014 **Lords & Ladies**

A tabletop game about Edwardian families, Kickstarted and then published by Eagle Games and is currently in its 2nd edition. The game has sold thousands of copies and is noted for bringing LGBTQ+ inclusivity into the tabletop game space and was shown at the Smithsonian.

SAAM Arcade   *- Juried Exhibition at the Smithsonian Museum of American Art*

2013 **Sensory Room Project**

An interactive immersive environment created for a child's hospice with a grant from Ronald McDonald House Charities. The goal of this project was to create an interactive and relaxing space for the families, staff and patients at the center.

Ronald McDonald House Charities   *- Funded project*

2013 **Eat Yr Tears**

An experimental narrative music game shown at the 2014 Vector Game Arts festival in Toronto Canada.

Vector Game Arts Festival   *- Juried Exhibition at OCAD University*

2012 **Robot Taco Taco**

A puzzle platformer about a robot with a detachable head released online on .kongregate.com, newgrounds.com and over 20 other sites.

2010 **Corace Quest**

Autobiographical narrative game created for the We = Trouble Exhibition at Secret Robot Projects Gallery Brooklyn NY.

We = Trouble   *- Juried Exhibition at Secret Project Robot NYC*

PUBLICATIONS

2021   Corace, J. (2015). *Unity Certified Associate Programmer Program*.
        Unity. https://unity.com/products/unity-certifications/associate-
        game-developer

        I was contracted by Unity and Legends of Learning to develop and produce the Unity Associate
        Programmer program. The program prepares and tests student's core skills and competencies
        across programming, UI, debugging and asset management in the Unity game engine. The
        program consists of 4 different courses, 15 hours of video, 2 full game prototypes, extensive
        support materials and practice exam questions.

2015   Corace, J. (2015). *Meaningful Play: The Representation of Data in
        Hybrid Games*. Parsons Journal of Information Mapping. http://piim.
        newschool.edu/journal/issues/2015/03/pdfs/
        ParsonsJournalForInformationMapping_Jason_Corace.pdf

AWARDS

2021   **Games for Change Award - Best XR for Change**

        Awarded to the Quadcade which explored how VR could be used in the therapy of high
        spinal cord injuries. The project was co-developed with University of Maryland and the MICA
        GameLab.

2020   **Ion Game Design Award**

        My tabletop game Super Truffle Pigs won the best design award for a family weight game
        at one the oldest and most prestigious game design awards in the United States. This
        helped lead to its publication by Bicyle Games.

2015   **Rhode Island Council for the Humanities Re-Newport Grant**

        Along with my co-designer Sam Sheffield we were awarded a grant to research and
        design a game based upon the culinary and socio-economic history of Newport RI.

2014   **72 Hour Interactions Festival Jury Award**

        Race the Future was a game/public installation created for 72 Hour Interactions, the
        world championships of Gameful Architecture. The event was held in Witten
        Germany and was organized by 72 hour Urban Action, Invisible Playground and
        Urbane Künste Ruhr. Our project won the grand-jury prize.

2014   **Strong National Museum of Play Research Fellowship**

        I was awarded this fellowship to study the history of analog and digital games. From
        my research, I put together an interactive timeline outlining this history as well as a
        paper exploring how data is represented in these kinds of games.

2013   **Baltimore Magazine 40 under 40**

        Based on my leadership and community building in the Baltimore game design
        and arts community I was featured in this magazine.

2013   **Maryland State Individual Artist Award**

        I was awarded the largest award in the Digital Arts category based on a juried
        review of my games and playful works.

2013   **Ronald McDonald House Grant**

        Along with my collborators we were awarded a Ronald McDonald House Grant to
        develop and build a sensory room for the parents, childen and staff of Dr. Bob's
        Place,a children's hospice in Baltimore Maryland.

2013   **MICA Board of Trustees Fellowship for Teaching Excellence**

        I was one of two faculty reconized at MICA for my teaching that year. The fellowship
        was based on student, peer and administrative feedback.

2006   **Rhizome Commission**

        My collborator Vicky Fang and I were granted a commision to create City Snake a
        public space video game exhibited by Rhizome.org

2004   **Ars Electronica Next Idea Grant Nominee**

        My MFA thesis Cntrl Shift was nominated for this grant and was featured in the Ars
        Electronica Fesitval catalog that year.

ENGAGEMENTS

2025	**Arcade Commons**	- My game Waddle Throttle was asked to be included on a limited release compilation.
2023	**Parsons School of Design**	- Invited game designer and critic for MFA reviews.
2023	**Trust in Play Commission**	- Comissioned to create a game for the Trust In Play Zine and to run a game design workshop.
2023	**Unpub Conference**	- Invited speaker on the topic of pitching and publication in the games industry.
2021	**GamesCom Asia**	- Invited speaker and gave my Serious Games as Serious Research talk
2019	**Saul Zaentz Innovation Fund**	- Comissioned mentorship of a narrative VR project through the Johns Hopkins Film Center.
2019	**Economic Alliance of Baltimore Summit**	- Invited to discuss the future of games and the local games industry.
2018	**Game Based Learning Summit**	- Invited panelist to discuss game education pedagogy for undergraduates.
2016	**University of Baltimore**	- Invited game designer and critic for capstone project reviews.
2016	**Walters Art Museum**	- Asked to curate an exhibition, gallery talk and organize a game night of Medieval games.
2014	**Maryland Film Festival**	- I was an invited panelist on the convergence of films and game technologies.
2014	**Baltimore Indie Games Seminar**	- Invited panelist on the use of crowd funding for indie games
2014	**Field Day**	- I was invited to curate an outdoor art game exhibition for Artscape, the US's largest free outdoor art festival.
2014	**SPE Conference**	- I was on a featured panel discussing collaboration in arts education and the role of techology in the classroom.
2013	**University of Baltimore**	- I was invited to conduct a program review of the Digital Entertainment department's Game Design curriculum.
2012	**Gamescape**	- I was asked to give the talk: Games, Play and Art at this independent games festival.
2012	**Salve Regina University**	- I was asked to conduct a program review of the school's Digital Media program.
2011	**Harvard Graduate School of Design**	- I was invited as a guest designer to give an Introduction to Game Design Theory talk & workshop
2009	**Open City Baltimore**	- I was asked to serve as a technical mentor to this exhibition that explored race and urban planning in Baltimore
2011	**St. Joes University**	- Invited as a visiting designer and gave a talk on the history of playful media.
2010	**Betascape**	- Invited to give the talk: Game designer as Artist at this tech development conference.
2010	**Come Out and Play Festival**	- Served as a festival judge for this NYC urban games event.
2009	**Hostos Community College**	- Hired to co-develop the school's Game Design Associate Degree program
2005	**Retro Redux**	- Collborate to organize a 24hr game jam with Atari and Parsons school of Design
2005	**911 Arts Center**	- Invited to teach a four day Introduction to Game Design Workshop

JURIED E X H I B I T I O N S

2025	**Archway Arcade**	*Brooklyn, NY*

Invited by the GUMBO game collective to exhibit my arcade game
Waddle Throttle for a pop-up exhibition in in the DUMBO Archway Park.

2025	**Magfest Indie Arcade**	*National Harbor, Maryland*

Invited to exhibit my arcade game Waddle Throttle for a 25,00
attendee annual conference.

2024	**Wondercab Residency**	*Brooklyn, New York*

Asked by Arcade Commons to exhibit my game Waddle Throttle as
part of their Fall residency program.

2024	**Interspaces**	*Tartu, Estonia*

Invited to exhibit my game The Interview at a festival sponsored by
the EU to celebate Tartu as one of the EU's capitcal of culture.

2016	**Code Indico**	Milan, Italy

Asked by the Urban Game Factory to co-design and produce a
immersive game that ran for four nights and over 800 players.

2015	**Play Tinker Toy**	*Arlington Arts Center*

My project Mr. Yums was Included in a juried exhibition that
explored play and ran for three months.

2014	**Smithsonian Indie Arcade**	*Washington, DC*

Invited to exhibit my game Lords and Ladies as part of of
this exhibit of independently made games.

2014	**Playpublik Festival**	*Krakow, Poland*

Asked to exhibit my game Race the Future by the orgnization
Invisible Playgrounds.

2014	**72 Hour Interactions**	*Witten, Germany*

Invited to join an architecture and games festival where our
project Race the Future won the top prize.

2014	**Vector Game Arts Exhibition**	*Toronto, Canada*

My game Eat Yr Tears was included in this juried festival of
independent made games.

2009	**The Future of Online Advertising**	*ArtFCity.com*

Invited by the currator to create and exhibit my piece
ulyssesthegreatgatsbyaportraitof...

2008	**We = Trouble Exhibition**	Brooklyn, NY

Asked to exhbit my game Corace Quest and visualization
Night Beyond Night at Secret Robot Projects

2007	**10 Years Running**	*Chelsea Museum, NYC*

Invited to show my piece Yesterday's Song at this
retrospective show at the Chelsea Museum.

PROFESSIONAL AFFILIATIONS

NYU Game Incubator Advisory Board

I've served on the board since 2023 to help select, advice and mentor incubator teams.

Trust in Play - European School of Urban Game Design

I am member of this organization which explores and teaches Urban game design,. I have run workshops, panels and mentored students.

Independent Game Developers Association
I am an active member of this organization which promotes independent game development.

Tabletop Game Designer Association
I am a founding member and take part in industry panels, networking and mentoring through this organization.

Independent Games Fesival
I served as judge for the 2016, 2017, 2018, 2019 festival.

ACADEMIC SERVICE

Pratt Institute
Game Arts Coordinator
Department Promotion Tenure and Remuneration Committee Chair
Department Promotion Tenure and Remuneration Committee member
Department Alumni Liason
Art and Technology MFA Applcation Reviewer
Department Chair Search Committee
Department Fulltime Faculty Search Committee

Maryland Institute College of Art
Director of the MICA Game Lab
Chair of the Interactive Arts Department
Institutional Research Committee Member
Student Affairs Committee Member
Institute Intellectual Property working group member
Technolgoy and Teaching Committee Member
Graphic Design faculty search committee member
Photography faculty search committee member
Interactive Arts faculty search committee member
Game Designer in Residence search commitee chair
Organizer of the Archive Game History conference
Organizer of MICABall, freshmen field-day event
Faculty sponsor of the Urban Gaming Club and Kubb Club

COURSES TAUGHT

Pratt Institute
Game Coding 1 : Intro to Game Programming
Game Coding 2: 3D Game Programming
Game Coding 3 :Advance Game Programming
Game Coding 4: Unreal and Godot
Game Theory and Design
Game Studio: Level Design

COURSES TAUGHT

Senior Project Studio 1

Senior Project Studio 2

Game Arts Professional Development

Maryland Institute College of Art

Game Play: Introduction to Game Design

Advanced Tabletop Game Design

2D Game Design

Advanced 2D Game Design

3D Game Design

Advanced 3D Game Design

Virtual and Augmented Game Design

Game Design Studio - joint class with Johns Hopkins Computer Science Department

Hybrid Game Design - joint class with Johns Hopkins Computer Science Department

Experimental Games

Game Design Senior Project 1

Game Design Senior Project 2

Project Studio: Baltimore Mayors Office of Innovation

Project Studio: Artworks for Change

Project Studio: Central Maryland Transportation Alliance

Project Studio: Etsy Redesign Studio

Creative Coding

Interactive Arts Thesis 1

Interactive Arts Thesis 2

Interactive Media III: Network Art

Parsons School of Design

Undergraduate

Games 101

Core Studio 3: Advanced Interaction

Games and Robots

Multimedia Programming

Graduate

Digital Narratives

Emergent Behavior

Major Studio : Computation

Major Studio : Interaction Design

Major Studio: Physical Computing

Major Studio: Interface

New York University

Game Strategy and Design

OS specific Game Design