

# Adam Mechtley

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## EDUCATION

**PhD, Curriculum & Instruction;** University of Wisconsin–Madison, Madison, WI, Expected 2016.  
Digital Media (Major), Quantitative Methods (Minor)  
Dissertation: The Interrelationships of Context, Constraints, and Play and their Effects on Learning in a Science-Based Digital Card Game  
Advisors: Kurt Squire, Matthew Berland

**BA, Political Science; BA German;** Arizona State University, Tempe, AZ, December 2007.  
Honors Thesis: *The Winners and Losers of Biofuels*

**BA, Game Art and Design;** Art Institute of Phoenix. Phoenix, AZ, December 2004.

## HONORS AND AWARDS

Graduate Research Fellowship Program, National Science Foundation, 2011  
Graduate Fellowship, UW–Madison, 2010

Honors Certificate in Philosophy, Politics, and Law, Arizona State University, 2007  
Graduate with Honors, Arizona State University, 2007  
Summa cum Laude, Arizona State University, 2007  
Phi Beta Kappa, Arizona State University, 2007

Baden-Württemberg-Stipendium, Ruprecht-Karls-Universität Heidelberg, 2006

Graduate with Highest Honors, Art Institute of Phoenix, 2004  
Best Portfolio Fall 2004, Faculty Choice, Art Institute of Phoenix, 2004  
Best Portfolio Fall 2004, Student Choice, Art Institute of Phoenix, 2004  
Game Art & Design Departmental Scholarship, Art Institute of Phoenix, 2002

## INDUSTRY EXPERIENCE

**Software Developer, Unity Technologies, Copenhagen, Denmark** **2016-Present**  
Engineer on editor team focused on design, usability, and core technology for content authoring tools

**Lead Developer and Founder, Candlelight Interactive, LLC, Lake Mills, WI** **2009-2016**  
Independent game developer and contractor specializing in games for science and education research  
Independent Titles: The Big Dig (PC, iOS, Android, *in progress*), RRR (iOS, Android, Windows 10, *in progress*)  
Unity Asset Store Products: Custom Handles, HyperText, Ragdoll Workshop  
Other Clients: Amazon Game Studios, Game Machine Australia, Sandboxr, Morgridge Institute for Research, Filament Games, University of Oklahoma, Applied Research in Acoustics

**Programmer, Technical Artist, Flashbang Studios, LLC, Tempe, AZ** **2007-2009**  
Animation engineering, R&D, art creation, training  
Titles: Off-Road Velociraptor Safari (PC), Jetpack Brontosaurus (PC), Minotaur China Shop (PC), Raptor Copter (iOS), !Rebolt! (iOS), Blush (PC), Crane Wars (PC), Time Donkey (PC)

**Programmer, Technical Artist, 6ix Set Studios, LLC, Tempe, AZ** **2005-2009**  
Independent contractor specializing in iPhone development and R&D for character/animation technology  
Independent Titles: Touch KO (Chillingo Ltd.—iOS)  
Titles for Flashbang Studios: Sealab 2021: Sweet Mayhem (PC), I Hate Clowns (PC)  
Titles for 2XL Games: Baja (THQ—PS3, Xbox 360)

Titles for Infinite Ammo: Marian (XBox 360)  
Other Clients: Autodesk, Unity Technologies, Mixamo

**Character Rigger, Rainbow Studios/THQ, Phoenix, AZ** **2004-2005**  
Animation engineering, R&D, art creation, training  
Titles: WWE Smackdown vs. Raw (PS3, XBox 360)

**Intern, Honeywell International, Inc. (BRGA), Olathe, KS** **2001-2002**  
Displays engineering, software development, specular reflectivity process refinement via Six Sigma  
Honeywell Six Sigma Plus Green Belt certified

## TEACHING EXPERIENCE

**Instructor, Education2020, Scottsdale, AZ** **2008**  
Art History  
Art Appreciation

**Instructor, Art Institute of Phoenix, Phoenix, AZ** **2006**  
Game Production Team

## PROFESSIONAL SERVICES

**Manuscript Reviewer for Academic Journals** **2014-Present**  
Science Education

**Proposal Reviewer for Conferences** **2011-Present**  
FabLearn 2014

Games, Learning and Society 2012-Present

Foundations of Digital Games 2011

**IGDA Phoenix Chapter Coordinator** **2003-2005**

## PUBLICATIONS

### Journal Articles

**Mechtley, A.** (2015) Problematizing epistemology in computer games research. *International Journal of Gaming and Computer-Mediated Simulations*, 7(2), 65-78.

### Book Chapters

**Mechtley, A.** (2015) Situated gaming: Beyond games as instructional technology. In Orey, M., Branch, R. M. (Eds.), *Educational media and technology yearbook* (Vol. 39). New York, NY: Springer.

### Peer-Reviewed Academic Conferences

Lyons, L., Tissenbaum, M., Berland, M., Eydt, R., Wielgus, L., **Mechtley, A.** (2015). Designing visible engineering: Supporting tinkering performances in museums. In *Proceedings of the 14th International Conference on Interaction Design and Children* (pp. 49-58). ACM.

Danielak, B. A., **Mechtley, A.**, Berland, M., Lyons, L., & Eydt, R. (2014). MakeScape lite: A prototype learning environment for making and design. In *Proceedings of the 13th International Conference on Interaction Design and Children* (pp. 229-232). ACM.

### Industry-Related Books

**Mechtley, A.** and Trowbridge, R. (2011) *Maya Python for games and film: A complete guide to Maya Python and the Maya Python API*. San Francisco: Morgan Kaufmann.

## CONFERENCE PRESENTATIONS, LECTURES, AND WORKSHOPS

### Academic

Zimmerman E., **Mechtley A.**, Swink S., and White D. (2011). Panel on game markets. Presented at Games, Learning, and Society Conference 2011, Madison, WI.

**Mechtley A.** and Mechtley M. (2010). The fastest path from idea to game: An introduction to Unity. Presented at Games, Learning, and Society Conference 2010, Madison, WI.

### Industry-Related

- Mechtley A.** (2012). The odd couple: Maya and Python. Presented at GDC 2012, San Francisco, CA.
- Mechtley A.** (2011). An automated pipeline for generating run-time rigs. Presented at GDC 2011, San Francisco, CA.
- Mechtley A.** (2011). Building a better asset pipeline. Presented at GDC 2011, San Francisco, CA.
- Mechtley A.** (2010). Advanced editor scripting. Presented at Unite 2010, Montreal, QC.
- Mechtley A.** (2010). Character animation in Unity. Presented at Unite 2010, Montreal, QC.
- Mechtley A.** (2010). Supporting non-technical users. Presented at Unite 2010, Montreal, QC.
- Brauer D., Gravelle M., **Mechtley A.**, Wegner M., and White S. (2010). Unity Wisdom Panel. Presented at Unite 2010, Montreal, QC.
- Mechtley A.** (2010). 3D content optimization for the iPhone. Presented at GDC 2010, San Francisco, CA.
- Mechtley A.** and Trowbridge R. (2010). Autodesk MasterClass: Practical applications of Maya Python in game production. Presented online for GDC 2010, San Francisco, CA.
- Zioma R. and **Mechtley A.** (2009). Optimizing for Unity iPhone 1.5. Presented at Unite 2009, San Francisco, CA.
- Mechtley A.** and Mechtley M. (2009). Touch KO: A post-mortem review. Presented at Unite 2009, San Francisco, CA.
- Mechtley A.**, Mechtley M., and Schultz M. (2009). Making money on the iPhone. Presented at Unite 2009, San Francisco, CA.
- Mechtley A.** and Torres, R.C. (2005). High-resolution character modeling for next-gen games. Presented at IGDA Phoenix Chapter Meeting, Phoenix, AZ.
- Mechtley A.** (2004). Organized character rigging. Presented at IGDA Phoenix Chapter Meeting, Phoenix, AZ.

#### *Outreach*

- Mechtley A.** (2014). Build, test, evaluate: Techno geeking. Presented at Lake Mills Public Library Grades 1-5 Summer Reading Program, Lake Mills, WI.
- Mechtley A.** (2014). Basics of computer game programming. Presented at Lake Mills Public Library Young Adults Summer Reading Program, Lake Mills, WI.
- Mechtley A.** (2014). Rethinking boundaries in games. Presented at Beloit College Art History and Video Games Spring Course, Beloit, WI.
- Mechtley A.** (2013). Studying scientists. Presented at Lake Mills High School Science Breakfast Club, Lake Mills, WI.
- Mechtley A.** (2012). Philosophy of science. Presented at Lake Mills High School Science Breakfast Club, Lake Mills, WI.
- Mechtley A.** (2011). Thoughts on game design. Presented at UW Madison Video Games and Learning Fall Course, Madison, WI.
- Mechtley A.** (2010). (Re-)Defining science. Presented at Lake Mills High School Science Breakfast Club, Lake Mills, WI.