

DANA STEINHOFF

Curriculum Vitae

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[LinkedIn](#)

EDUCATION

Trust.IT: Small Business Cohort | 2019

Center for Women & Enterprise, *Burlington, Vermont*

M.F.A. in Emergent Media | August 2018

Champlain College, *Burlington, Vermont*

Thesis: “The Responsibility of the Video Game Developer: Moving towards gender equity in the video game industry.” Champlain College Gallery exhibit May-August 2018.

B.A. in Liberal Arts | 2010

Bard College, *Annandale-on-Hudson, New York*

Major: History and Women’s Studies

Thesis: “*Ms. Magazine and the Reversal of Gendered Advertising.*”

TEACHING EXPERIENCE

Adjunct Faculty

Champlain College, *Burlington, Vermont*

Game Production 101 | Fall 2021 [in-person]

Interaction Design 220 | Spring 2021 [remote]

Overall score: 4.7

Excellent Course/Excellent Teacher score: 4.9

Belonging/Inclusion score: 5

[course remote recordings available upon request]

Interaction Design 110 | Fall 2020 [remote]

Overall score: 4.6

Excellent Course/Excellent Teacher score: 5

Belonging/Inclusion score: 5

[course remote recordings available upon request]

Teaching Assistant

Champlain College, *Burlington, Vermont*

TA in Publication Design | Fall 2021 [in-person]

Program Co-Director

Rad Studio | Summer 2019 - 2021 [remote]

Summer game development incubator, Rad Magpie, *Burlington, Vermont*

Program Director

Girls Make Games, a program by Rad Magpie | Summer 2019, 2021 [in-person / remote]

A program by Rad Magpie, *Burlington, Vermont*

Teaching Faculty

Governor's Institute of Technology, *Burlington, Vermont* | Summer 2019, 2021 [in-person / remote]

Focus: Interactive Narrative

Co-Instructor

“ADVANCE Entrepreneurship” course, Gap Labs in partnership with UN Consulate | May 2021 [remote]

Focus: Human-Centered Design for Business

PRESENTATIONS and PUBLIC SPEAKING

Roundtable Speaker | August 2021

VCET Presents a Conversation with Senator Patrick Leahy, *Burlington, Vermont*

Featured Speaker | August 2021

“Rad Magpie x Financial Sustainability: A Rebuttal.”

Rad Magpie Annual End of Summer Party, *Virtual / Burlington, Vermont*

Guest Speaker | June 2021

Women Business Owners Network Spring Conference, *Virtual / Burlington, Vermont*

Panelist: “Women in Gaming” | February 2021

Black River Innovation Campus presents “Women & Leadership: Celebrating Voices in Tech” Conference, *Virtual / Springfield, Vermont*

Guest Speaker | December 2019

Tech Communities Holiday Party, *Burlington, Vermont*

The Authenticity Art Project Featured Speaker | November 2016

Shelburne Museum, PechaKucha Night Vol. 22, *Shelburne, Vermont*

PROFESSIONAL HISTORY

Game Design Consultant | March 2021 - now

Population Media Center, *South Burlington, Vermont*

Executive Director | January 2019 - now

Rad Magpie, *Burlington, Vermont*

Judge | December 2021

Congressional App Challenge

UX Designer | March - August 2021

Project mHealth - Android app [Contracted]

Project Manager | January - October 2020

PanicMechanic - Android app [Contracted]

Creative Director | April - August 2019

Cocoknight - PC Video Game [Contracted]

Creative Director | September 2018 - August 2019

Sigiriya - PC Video Game [In-house Project]

Graduate Fellow | January 2017 – August 2018

Champlain College Emergent Media Center, *Burlington, Vermont*

Creative Director | May 2017 - August 2018

BREAKAWAY! Mobile - Android serious game

Project Management | August 2016 - May 2017

MakerLab, Emergent Media Center

Managing Director and Cofounder | June 2012 - July 2015

Exquisite Corpse Company, *Brooklyn, New York*

Producer | 2013

Odd.A.See - Theater

Producer | 2014

WareART:SubTerra - Theater

NEWS COVERAGE

News Story

NBC Boston: "Vt. Startup Aims to Boost Diversity in Video Games." August 2019.

<https://www.nbcboston.com/news/local/vt-startup-aims-to-boost-diversity-in-video-games/88303/>

News Story

ABC 22: "Wish granted: Vermont teen will create her own video game." February 2020.

<https://www.mychamplainvalley.com/news/wish-granted-vermont-teen-will-create-her-own-video-game/>