

Curriculum Vitae - Jeremy Miles Johnson, Ph.D.

Jeremy Miles Johnson

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School of Arts and Humanities
Department of Visual Studies
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Education

Ph.D., Atomic, Molecular, and Optical Physics, University of Texas at Austin, 2016

Dissertation: Toward higher-intensity positron beams : investigations in moderation efficiency and beam design

B.S. Physics, University of Texas at Arlington, 2005

B.A. Classical Studies, University of Texas at Arlington, 2005

Academic Appointments

Associate Professor of Video Game Development with Tenure, St. Edward's University, starting Fall 2026

Assistant Professor of Video Game Development, St. Edward's University, 2020 - 2026

Visiting Assistant Professor of Video Game Development, St. Edward's University, 2018 - 2020

Adjunct Professor of Physics, St. Edward's University, 2018

Adjunct Professor of Physics, Art Institute of Austin, 2017-2018

Adjunct Professor of Physics, Austin Community College, 2017-2018

Research Scientist, HZDR, Dresden Germany, 2012

Associate Instructor, The University of Texas at Austin, 2008-2011, 2014-2016

Additional Professional Experience

Video Game Developer, Die Trying, 2023 - Present

Contract Artist, Works include illustrations published by Holmgard Press, and work for the board game *Tenebris*

Cofounder, Artist, Game Designer - 4th Wall Games LLC, 2016 - 2023

Scriptwriter and Storyboard Artist, Journal of Visualized Experiments, 2017 - 2018

Designer, Contract Artist, Demonstrator, ACCHaoS (Austin Community College Hands-on Science), Austin Community College, 2017 - 2018

Staff Comics Artist, The Daily Texan, The University of Texas at Austin 2006 - 2011

Current Courses in Animation and Video Game Development

VGAM 3399 Pixel Art and Animation - 2025

A traditional art class taught using the medium of pixel art. Attention is paid to color theory, tone, composition, and other artistic concepts that span multiple media along with more pixel art-specific considerations such as limited color palettes, the effect of resolution, sub-pixel animation, and more.

VGAM 3320 Game Design Studio 1 - 2018-Present

Introduction to video game design and development primarily using GameMaker Studio. Students combine visual art and animation, audio, and programming, to create their own games. The development process emphasizes feedback, iteration, and thoughtful evaluation of the works created. Students work as solo developers. Satisfies St. Edward's Mission Marker: Creativity and Making

VGAM 3330 Game Design Studio 2 - 2019-Present

Video game development in teams using the Unity game Engine. Students move from being solo generalists to performing specialized roles on a team. Industry best practices and development pipelines are introduced.

VGAM 4345 & 4347 Senior Game Studio 1 & 2 - 2019-Present

Video game development with emphasis on using industry-standard processes and tools and preparation for future employment in the games industry. Students take a game project from concept to "Gold Master" state with a team. When possible, the students works with a non-profit organization in need of game development. The HealthStart Foundation was one such client.

Satisfies St. Edward's Mission Marker: Experiential Learning for Social Justice

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VGAM 3328 Interactive Storytelling 2019-Present

Writing and storytelling in games and other interactive media. Students play narratively-rich games, analyze them, and then create their own interactive stories. Particular emphasis is placed on writing.
Satisfies St. Edward's Mission Marker: Upper Division Writing Rich

VISU 4340 Senior Studio 1 - 2024-Present

Team-taught course where senior animation, graphic design, art, and photography students are guided through inquiry and reflection to create a capstone project in their senior year.

VGAM 2318 World Building - 2024

Introduction to world building, story structure, and critical analysis across media including film, television, novels, short stories, comics and graphic novels, and video games. Students analyze published works and create their own works set in unique worlds.

VGAM 3332 Methods of Digital Production - 2024

Third course in the Coding for Non-Coders certificate. Students learn digital production processes and tools as well as how to manage solo and team projects.

Previous Courses in Animation and Video Game Development

VGAM 3327 Introduction to Game Animation - 2019-2024

Basic modeling and animation in 3D using Blender. Emphasis is placed on developing technical skills and applying those to create a body of creative work.

VGAM 3327 Advanced Digital/Game Animation - 2019-2024

Basic modeling and animation in 3D using Blender. Emphasis is placed on developing technical skills and applying those to create a body of creative work.

VGAM 1310 Beginning Coding for Non-Coders 2020-2023

Introduction to computer literacy and programming largely through developing games. The bulk of the course is devoted to programming using Python. Additional topics include: spreadsheets and computer literacy.

VGAM 3327 Game Audio - 2019-2024

Basic modeling and animation in 3D using Blender. Emphasis is placed on developing technical skills and applying those to create a body of creative work.

Curriculum Development

Course Creation: VGAM 3399 Pixel Art and Animation, Fall 2025

Created the course as a standalone 'topics' elective focusing on the niche topic of pixel art. This is the first wholly optional course within the Video Game Development major.

Course Revision: VGAM 4345 & 4347 Senior Game Studio, Summer 2023

Summer 2023 Innovation Institute: Continuing to explore the new form of these courses and to build in a solid Experiential Learning for Social Justice component.

Course Revision: VGAM 4345 & 4347 Senior Game Studio, Summer 2022

Restructured to account for the end of collaboration with HealthStart and to introduce the vertical slice as part of the development pipeline.

Course Revision: VGAM 1310 Beginning Coding for Non-Coders, Spring 2020

Introduced spreadsheets and computer literacy components, and changed the course to be taught twice-per-week. Also organized the course slides to make it easy to give to another professor should that be necessary.

Course Creation: VGAM 4345 & 4347 Senior Game Studio, Fall 2019/Spring 2020

Developed a new two-year sequence to act as a culminating experience through the creation of a single game over that time period, and working with an outside collaborator with a Social Justice focus. Included professional practice topics as well.

Course Creation: VGAM 3327 Advanced Game Animation, Fall 2019

Created the course as a standalone class in 3D modeling and animation with introductions to related topics.

Course Revision: VGAM 3330 Game Design Studio 2, Spring 2019

Revised the course for students to make more and smaller games in teams using the Unity game engine.

Course Revision: VGAM 3328 Interactive Storytelling, Spring 2019

Revised the course to continue to feature writing prominently exclusively through interactive writing projects. This course now satisfies the upper division Writing Rich requirement.

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Course Creation: VGAM 2323 Introduction to Game Animation, Spring 2019

Created the course as an introductory class in 2D animation with emphasis on foundational concepts.

Course Revision: VGAM 3320 Game Design Studio 1, Fall 2018, Fall 2022, Fall 2023

Redesigned the course from the ground up to use GameMaker Studio, and follow *The Art of Game Design*.

Course Revision: VGAM 3399 Computer Graphics and Animation, Fall 2018

Designed a new version of this course in anticipation of splitting this into two animation courses.

Course Revision: VGAM 2325 Introduction to Game Audio, Fall 2018

Transformed this course from an online once-per-week course to an in-person studio course.

Course Revision: VGAM 4399 Advanced Production Seminar, Fall 2018

Adapted this culminating experience course in game development to have teams of students develop a series of mini games for our collaborative partner, The HealthStart Foundation.

Course Revision: PHYS 1310 Physics for Future Presidents, Fall 2018, Paul Walter and Jeremy Johnson

Development of a hands-on, experimental component to accompany the reading and discussion.

Service to the Professional Community

STAPLE! Austin's Independent Media Expo - Organizer, Faculty Sponsor, Spring 2024, 2025

Supported Chris Nicholson in determining and executing logistics, design and planning of signage, managed student volunteers, assembled one of the panels, oversaw all talks and panels, and recorded and edited them publication.

Portfolio Posse Spring 2022, 2023, 2024, Fall 2022, 2023, 2024 - Organizer, Graphic Designer

Worked with John Henderson to organize and facilitate each event. Designed posters, signs for the event, and standees for the reviewers.

Hilltop Game Developer's Association Game Jam judge, St. Edward's University Spring 2025

Participation with HealthStart Foundation in the development of *Monstralia* through Senior Game Studio, Fall 2018-Spring 2022

Support VGMU! Talks at the Capital Factory, June and July 2020

Served as moderator for the online talks.

Global Game Jam judge, University of Texas, Spring 2020

Creative Works

Chirality

A fantasy gamebook created for The Lindenbaum Prize for Short Gamebook Fiction 2024/2025 competition. In this, I explore a mechanic linked to the contest's limitation of 100 entries.

Tenebrus

Artwork and visual design elements for the unpublished board game *Tenebrus* consisting of approximately 200 black-and-white illustrations, with board, card, box and instruction manual design work.

Jupe

A pen-and-ink illustration created for *Lone Wolf Anthology: Volume Two - Echoes of the Past*. This work accompanies the short story "The Legend of Vynar Jupe" by Mark Baumann, which was published in March of 2025 by Holmgard Press.

"Sagebrush"

A modern retro pixel art dungeon crawler. The video game prototype won a Presidential Excellence Grant in 2024 and again in 2026. The game is currently in development.

What Lies Beyond the Standing Stone

A fantasy/science fiction gamebook created and submitted for The Lindenbaum Prize for Short Gamebook Fiction 2023/2024 competition. In this work, I sought to explore a deeper connection between traditional narrative and game mechanics. This work won a Merit Award, which is essentially second place (though there are three awarded).

Awakening Aboard the Anastasia

A science fiction horror gamebook submitted for The Lindenbaum Prize for Short Gamebook Fiction 2022/2023 competition. The exploratory foci of this book hinge upon: 1) using novel presentations of standard interactive structures to influence the player's experience, and 2) presenting multiple similar endings where the

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reward is not the outcome but how much the player learns about the internal mystery.
This work won a Commendation Award, which is essentially an honorable mention.

The Happy Fun Activity Book

An interactive fiction and puzzle gamebook submitted for The Lindenbaum Prize for Short Gamebook Fiction 2021/2022 competition. The exploratory foci of this book involve: 1) reducing player/character separation to a minimum, and 2) requiring players to violate rules and conventions of normal gamebook play in order to win.

Harrowing Adventures

A multiplayer interactive fiction video game created in Unity that was in development from 2016 to 2019.

Even Weirder Worlds

An extensive mod for the game, *Weird Worlds: Return to Infinite Space*, the sequel to *Strange Adventures in Infinite Space*.

Even Stranger Adventures in Infinite Space

An extensive mod for the 2002 game, *Strange Adventures in Infinite Space*. From the developer's homepage:
"ES AIS adds amazing new weapons, ships, items, aliens and so many changes and new things that you would think it was an official sequel or add-on."

Facilitated Partnerships

STAPLE! Austin's Independent Media Expo

Contacted Chris Nicholas to offer sponsorship of the event. St. Edward's hosted STAPLE! in 2024, 2025, 2026. Set up, filmed and oversaw panels. Participated in strategy and marketing as well.

IGDA Austin

Partnering with the president of the Austin chapter of the IGDA, to sponsor events on campus.

Faulty Advisor for Student Organizations

The Hilltop Game Development Club, 2024 - Present

This highly-engaged, student-run organization hosts bi-weekly events including from game jams, game nights, movie nights, and an impressive number of industry speakers.

Dungeons & Dragons & Dice, 2023 - Present

This group that meets regularly to play Dungeons & Dragons.

Intercollegiate Collaborations

Senior Game Studio/Dr. Alexis Croffie

Students in Senior Game Studio worked to develop an eleven-session D&D campaign to be used for group therapy. The focus of the topic was multi-ethnic/multicultural identities. Students also did ground work for a second campaign relating to chronic pain. Spring 2025

Senior Game Studio/Urban Ecology

Collaboration between students in Senior Game Studio and Dr. Michelle Green's Urban Ecology course. Urban Ecology students work with Video Game Development students to develop educational games about an aspect of urban ecology. Spring 2024 and 2026

Conference Presentations

My Love Affair with the Lindenbaum Prize Competition: Embracing the Limitations of Physical Gamebooks, NarraScope, Philadelphia, PA, June 2025 YouTube Video: https://www.youtube.com/watch?v=_23ARfB8qXU

Leaning into the limitations of Physical Gamebooks, SWPACA 2025, Albuquerque, NM, February 19 2025

Asteroids Meets Snake: Facing New Design Challenges When Mashing Up Old Video Games, SWPACA 2024, Albuquerque, NM, February 23 2024

Invited Talks and Demonstrations

The Art of Game Design, Game Developer's Library Podcast, July 2025

Harrowing Adventures, NarraScope 2019, Cambridge, MA, June 15 & 16, 2019

Harrowing Adventures, Find Clues, Punch Nazis, Save the World, Interactive Storytelling, St. Edward's University, March 1, 2018

Harrowing Adventures, Game On!, The Bob Bullock Museum, Austin, TX, November 30 2017

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Game Demos Presented

Harrowing Adventures, NarraScope, Cambridge, MA, June 15 & 16, 2019

Harrowing Adventures, SXSW Gaming, Austin, TX, March 16, 2019

Harrowing Adventures, DreamHack Austin, Austin, TX, June 2, 2018

Harrowing Adventures, SXSW Gaming, Austin, TX, March 16, 2018

Awards, Grants, and Honors

Suellen and Glenda Adams Award, The University of Arizona 2025

Presidential Excellence Grant, St. Edward's University, 2024

Merit Award, Lindenbaum Prize Competition, 2024

Commendation Award, Lindenbaum Prize Competition, 2023

Distinguished Teaching Assistant Award, University of Texas, 2010

Physics Publications

Positron Beams as Effective Nondestructive Tools for the Semiconductor Industry, Fink, Johnson, Nguyen, *Electronic Device Failure Analysis* Vol. 19, No. 3 (2017)

Flash Lamp Annealing of Tungsten Surfaces Marks a New Way to Optimized Slow Positron Yields, Anwand, Johnson, Butterling, Wagner, Skorupa, and Brauer, *Jour. Phys.: Conf. Ser.* 443 (2013)

First Experiments with MePS, Jungmann, Haberle, Krause-Rehberg, Anwand, Butterling, Wagner, Johnson and T.E. Cowan, *Jour. Phys.: Conf. Ser.* 443 (2013)

Physics Research Presentations

"Improving Slow Positron Yields", Atomic, Molecular, and Optical Physics Seminar, The University of Texas, 2015

"The Annihilation of Positrons in Matter", Positron Physics Seminar, Helmholtz Zentrum Dresden-Rossendorf, Dresden Germany, 2012

"Fundamentally Re-designing Labs for Physics 117M," Physics Teaching Forum, The University of Texas, 2010

Service to St. Edward's University

Member of the Distinguished and Outstanding Teaching Awards Committee 2024-2026

Creativity and Making Coordinator 2024-Present

Interim Creativity and Making Coordinator 2023-2024

Member of Teaching and Learning Technology Roundtable 2023-2025

Member of Experiential Learning in Social Justice Committee 2022-Present

Member of AHMX Task Force on Recruitment and Retention 2022, 2023

Member of Maker Space Steering Committee 2022

Member of search committees for Visiting Professor of Graphic Design 2021, 2022, Visiting Professor of Animation 2021, and Assistant Professor of Animation 2024

St. Edward's Game Fair Organizer Spring 2018-present

Freshman Visual Studies Seminar, Fall 2019

National Video Games Day Livestream Participant, St. Edward's University, Austin, TX, September 12, 2018

Video Game Development Major Representative, Rooster Teeth Expo, Austin, TX, August 3-5, 2018