

# Travis Gasque

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## EDUCATION

### GEORGIA INSTITUTE OF TECHNOLOGY

MSc, Digital Media, 2014 – 2016

Master's Thesis: "Roleplaying Game Campaign Design's and Interactive Media"  
Advisor: Brian Magerko. Research assistantship: Ivan Allen College, overseen by Steven Hodges.

### GEORGIA SOUTHERN UNIVERSITY

MSc, Applied Engineering, 2012

### GEORGIA INSTITUTE OF TECHNOLOGY

BS, Mechanical Engineering, 2006 – 2012

## EMPLOYMENT

### GEORGIA INSTITUTE OF TECHNOLOGY

Research Assistant, October 2014 – May 2016

Consulting and Web Creation: Create web-pages for faculty. Assist faculty designing research projects by providing digital or design knowledge.

### 1-800COURIER

Logistic Coordinator, June 2014 – October 2014

Worked with Google managing the San Francisco fleets daily delivery routes and drivers.

### POREX CORPORATION

Part-Time Engineer, January 2011 – December 2012

Conducted qualitative research and product development future and existing products.

## PUBLICATIONS & CREATIVE WORKS

- M. Campen, T. Gasque. "UglyTalks." Media Translation. Podcast.
- T. Gasque et. al. "Drunk and Ugly." Narrative. Podcast.
- T. Gasque et. al. "Science Fiction Laboratory." Speculative Fiction. Radio.
- T. Gasque "The New Cosmic Horror: A Genre Molded by Tabletop Roleplaying Games and Postmodern Horror". Genre Evolution. Science Fiction Research Association Review. Article.
- T. Gasque "DESIGN AGENCY: DISSECTING THE LAYERS OF TABLETOP ROLE-PLAYING GAME CAMPAIGN DESIGN." Design. Georgia Institute of Technology. Thesis.

## PRESENTATIONS

- M. Campen, T. Gasque. "Skype Gaming Panel." GenCon. 2015. Panelist.
- T. Gasque, R. Miles "Archives and Research at Georgia Tech." JordanCon. 2016. Host/Panelist.
- T. Gasque. "The New Cosmic Horror". Current Research in Science Fiction - Forthcoming. June 2016. Presenter.
- T. Gasque. "The New Cosmic Horror". Science Fiction Research Association – Forthcoming . June 2016. Presenter.
- M. Campen. T. Gasque. "Campaign Design & You: Intro, but Not Really". GenCon - Forthcoming. August 2016. Host/Panelist.
- T. Gasque. "Neo-Lovecraftian Horror". GenCon – Forthcoming . August 2016. Host/Panelist.

## **REWARDS**

- Best Thesis 2016. Georgia Institute of Technology.

## **SKILLS**

- User experience research and design (paper and digital prototyping)
- Knowledgeable in Photoshop, Illustrator, HTML/CSS/jQuery, Processing.
- Experience with JavaScript, PHP, Arduino.
- Game design (rule sets, game mechanics).
- User interface design (wireframes, workflows, user testing).
- Principles of visual design (layout design for web, devices).
- Writing (academic, web, game).

## **SERVICE**

SCIFI LAB MANAGER 2006-2011, 2013-Present

Hosted and managed show, arranging for guests and panelists to appearance on air.

Adapted show from monthly specialty show to a weekly staple of WREK's programming.

Currently, creating rules and framework to adapt the radio show into an online podcast.