

# Calvin Ashmore

phone: 404-876-1813  
email: ashmore@gmail.com  
web: <http://www.icosilune.com>

742 Monroe Dr. NE #16  
Atlanta GA, 30308

## Education

### **Georgia Institute of Technology**

PhD in Digital Media (May 2010)  
MS in Information Design and Technology (May 2006)

### **Carnegie Mellon**

MS in Mathematics (May 2005)  
BS in Mathematics (May 2004)  
Secondary concentration in Computer Science (May 2004)

## Teaching

### **LCC 3705: Principles of Information Design** (Fall 2006)

Students will learn principles of information abstraction, presentation, and design. These principles will be used to understand and critique web based applications, as well as to design and implement two concrete projects, using emerging web-based technologies PHP, MySQL, XML, and AJAX.

### **LCC 2730: Constructing the Moving Image** (Spring 2007)

Co-taught with Michael Nitsche

The current cutting edge (at least technical) of the moving image is the real-time rendered computer image. This will be the target of our course. Starting with an overview of established moving image traditions this course sets out to investigate their relevance for virtual environments and Machinima. Machinima remains a field of uncharted territory. The aim is to discover and exploit specific elements of Machinima that separate them from other moving image formats. Consequently, assignments will include detailed film scene as well as a game analyses. References will be developed in relation to many sources but Bordwell/Thompson *Film Art: An Introduction* will serve as one guideline.

## Work Experience

### **Persuasive Games**, Atlanta GA

Intern (Summer 2005)  
Developed Persuasive Games' first mobile game, "Airport Insecurity" for the Nokia 60 series handsets.

### **Synergy, Inc**, Washington, DC

Junior Programmer (Summer 2003)  
Designed and implemented an internal tool to build charts in Java, for use as standalone or as an EJB for the J2EE server.

## Publications

"The Many Worlds of Charbitat" presented at *Game Set and Match II 2006*  
J Alderman, C Ashmore, K Compton, M Shapiro, and M Nitsche

"Designing Procedural Game Spaces: A Case Study" presented at *FuturePlay 2006*  
M Nitsche, R Fitzpatrick, C Ashmore, J Kelly, W Hankinson, and K Margenau

"Principles of emergent design in online games: Mermaids" in *Proceedings of the 2007 ACM SIGGRAPH conference*  
C Pearce, C Ashmore

"Authoring an Interactive Narrative with Declarative Optimization-Based Drama Management" presented at *AIIDE 06*  
MJ Nelson, C Ashmore, M Mateas

"The Quest in a Generated World" presented at *DIGRA 2007*  
C Ashmore, M Nitsche

## Projects

### **Interactive Toolkit for Engineering Learning (InTEL)**

<http://intel.gatech.edu/>

InTEL is a statics learning program sponsored by the National Science Foundation. InTEL aims to assist in creating initial learning environments that encourage and motivate students to become engineers.

### **Mermaids**

<http://egg.lcc.gatech.edu/mermaids.php>

Led by Celia Pearce

Mermaids is a massively multiplayer game (MMOG) developed around the principle of utilizing large-scale emergent group behavior as a design material. The game takes place in an underwater fantasy world in which players are part of a new generation of an extinct mermaid society.

### **Genetic Image**

<http://www.icosilune.com/GeneticImage/>

Independent Project.

The Genetic Image project uses genetic algorithms to produce visual artwork in a manner similar to the work done by Karl Sims.

### **Procedural Space Generation in Charbitat**

<http://www.egl.gatech.edu/charbitat/>

Led by Michael Nitsche.

Used the Unreal Tournament 2004 engine to procedurally generate space, based on parameters determined from player interaction. Established methods for dynamically changing space, and communicating between UT2004 and a Java based backend.

### **Drama Management in Neverwinter Nights**

Led by Michael Mateas.

Applied the drama manager from Facade, an interactive drama piece by Michael Mateas and Andrew Stern, to Neverwinter Nights. Created an architecture for communicating drama events between the two applications, and developed a module incorporating these features.

### **Carnegie Mellon Master's Thesis.**

<http://www.icosilune.com/Attractors/>

Advisor: Tim Flaherty

Investigated the structure of parameter space for quadratic strange attractors in two dimensions, specifically the Henon attractor. Proved that there may be at most one strongly attracting fixed point in such systems.