

# Karina Popp

karina.popp@nyu.edu  
www.karinapopp.com  
@knarniapop

## Work Experience

Front End Web Developer, Sesame Workshop - 2016 - 2017

Develop online user experiences for children, focusing in games and other interactive content. Develop HTML5 games for children and adults. Maintain and update existing library of games in addition to asset management for these games.

Adjunct Instructor of Game Studies, New York University – 2017 - present

Teach the history and practice of game research and study. Introduce theoretical concepts to students. Guide students through the writing and research process.

## Selected Projects

Elmo's World: Baby Animals, with Sesame Workshop - 2016-2017

Elmo's World: Baby Animals is a matching HTML5 game. Developed using the Phase framework with an accompanying engine to produce future matching games.

**Role: Developer**

Cookie Monster Quest, with Sesame Workshop – 2016

Cookie Monster Quest is a HTML5 homage to point-and-click adventure games starring Cookie Monster. Developed using the Phase framework.

**Roles: Developer, some visual asset creation**

Dérive Met, with Owen Bell - 2016

Dérive Met is a mobile web game that invites visitors to the Metropolitan Museum of Art to toss out their maps and get lost in the galleries. Inspired by the Situationists International, Dérive Met encourages Met visitors to uncover things that they might have otherwise missed.

**Roles: Game designer, UX designer, front end programmer**

## Education

M.F.A in Game Design. New York University, NY, NY – 2016.

B.A. in English Literature. Minors in Cinema and Sociology. The University of Mississippi. Oxford, MS – 2013.

## Skills

Programs and Languages: Photoshop, Scratch, Unity, C#, Javascript, HTML and CSS, C++  
Other: Writing, teaching, tutoring

## Awards and Honors

Different Games GDC Scholarship, 2016  
Girls Make Games GDC Scholarship, 2015

## References

Available upon request