

Eric H. Kaltman

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Education

University of Michigan, Ann Arbor, Michigan
Bachelor of Arts (received December 2005)
Majors: Asian Studies Chinese, History

University of California, Berkeley
Master of Arts (received December 2008)
Asian Studies / Educational Game Design

Work Experience

PROGRAMMER/GAME DESIGNER, University of California, Berkeley

Berkeley, California.....**November 2008 to Present**

- Part time position as a code editor and designer for online representation of the Blackcloud international air quality monitoring network
- Also providing design assistance to the UC Berkeley Campus Dashboard Project (<http://tgif.berkeley.edu/drupal-6.4/?q=node/12>) for the construction of a local energy usage installation
- Implementation of backend MySQL recording and game play improvements for game-based study of Multiple Object Tracking among children with Fragile X Syndrome
- Experience with Flash/Flex IDE for construction of Rich Internet Applications (RIAs)

CATALOGUER/ARCHIVIST, Stanford University Library

Palo Alto, California.....**April 2008 to Present**

- Part time position as a cataloguer for the Cabrinety Software Collection and new software collections
- Responsible for integrating collections into library database, and developing schema for referencing said software artifacts in accordance with archival best practices
- Administering How They Got Game (Computer Game History Project) website along with writing contributions and site design

GRADUATE READER, University of California, Berkeley

Berkeley, California.....**September 2007 to December 2007**

- Part time position as a reader for Professor Lanchih Po, East Asian Languages and Cultures
- Responsible for grading the performance of approximately 70 students, including assignments, daily attendance.

TEACHING ASSISTANT/READER, University of California, Berkeley

Berkeley, California.....**January 2007 to May 2007**

- Part time position as a teaching assistant and reader for Professor Benjamin Bogin, Buddhist Studies
- Responsible for grading the performance of approximately 50 students, including assignments, daily attendance. Graded nearly 1000 pages of student essays and response papers.
- Maintained weekly office hours to help students improve their writing and/or discuss class readings
- On occasion filled in for the Professor to answer general class questions following film presentations

OFFICE ASSISTANT, California Public Utilities Commission (CPUC)

San Francisco, California.....**January 2006 to July 2006**

- Full time position as an assistant to Commissioner Geoffrey Brown's Advisory Staff
- Experience in drafting and editing CPUC decisions and Commissioner's speeches
- Researched extensively for draft decisions regarding Telecommunications regulation in California
- Helped in the formation of a Regional Energy Office for the San Joaquin Valley surrounding Fresno, CA

Works/Publications

“Exploring the Hidden in Digital Games,” in Bittanti, Matteo, Lowood, Henry & Devarco, Bonnie *Ludic Cartographies. Digital Travels, Spaces & Maps*, Aosta: Fabbrica Arte, 2010. (Forthcoming)

Master's Thesis :

“Kinesthetic Game Design Solutions for Chinese Stroke Order Learning Difficulties.” UC Berkeley 2008.

Software and Game Development in conjunction with UC Berkeley:

Thesis companion game, *Brush Stroke Master*. (studio.berkeley.edu/bsm)

Data Visualization Front-End Application for the Blackcloud Air Quality Monitoring Project (www.blackcloud.org)

Power to the Penguin! UC Berkeley Dashboard community energy usage game and installation (Adobe Flex front-end with custom HCI interface for collaborative energy generation) (dash.eecs.berkeley.edu is temporary project space)

UI Interface Programming for Berkeley Dashboard Kiosk Installation in Wurster Hall at University of California, Berkeley

TrackFX Multiple object tracking game for Fragile X Syndrome research and diagnosis with Center for Information Technology Research in the Interest of Society (CITRIS) and Berkeley Center for New Media

Conference Proceedings/Presentations

“Game Preservation and Neutrality? Difficulties,” at *090909 Neutral!=Bland: A Conference on Neutrality, Transparency, and Mediated Experiences*. Berkeley, CA, September 9, 2009.

Proficiencies

CODE / COMPUTERS

- ActionScript 3.0 / Adobe Flash / Flex, Python, PHP / MySQL, Processing / Arduino
- Microsoft Office / OpenOffice, Adobe Illustrator / Photoshop

LANGUAGE

- Proficient in Academic Chinese (Mandarin) Reading, Conversational Mandarin