

Gregory Lord Lead Designer & Software Engineer, Digital Humanities Initiative
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Professional Experience

Digital Humanities Initiative (DHi), Hamilton College, New York

Lead Designer & Software Engineer

July 2010 - Present

Develop graphic designs and research interfaces across a large number of digital research projects, emphasizing usability and sustainability. Leverage a range of software infrastructure tools (PHP, MySQL, JavaScript, Drupal, Wordpress, Bootstrap, Islandora, Fedora) to create efficient and modular research tools and user interfaces. Work closely with LITS/DHi Collection Development Team to ensure metadata and preservation standards of all projects, and to enable curricular integration of DHi research tools.

Established DHi's immersive technology and virtual environment workflow (including Blender, Unity, Oculus Rift) for developing research tools including interactive maps (*Sacred Centers in India*; Amar, <http://dhinitiative.org/demos/maps/>), virtual historical recreations (*Comparative Japanese Film Archive*; Omori, <http://dhinitiative.org/demos/BenshiPerformerDemo>), and time-spanning historical research platform (*Soweto Historical GIS Project*; Nieves, <http://dhinitiative.org/projects/shgis>). This work involves both direct student mentoring and the development of student teaching modules, facilitating direct student participation in 3D/interactive research and production (including Lopez '14, and Xiao '15).

Design striking visual identities for DHi and its numerous projects, events, and collaborations.

Guest lecturer within Hamilton's Cinema & Media Studies, English, and CLASS programs, focusing on immersive media topics including 3D modeling, game development, web development, and research applications and narrative form in video games. Presented on DHi research at numerous conferences, and co-authored publications with DHi team.

Maryland Institute for Technology in the Humanities (MITH), Univ. of MD, College Park

Web Designer & Software Engineer

July 2008 - July 2010

Web Designer

June 2005 - July 2008

- Lead design role and software developer within a production team, developing over 30 custom websites, web and database applications, graphic design, and interactive research projects.
- Created logo, visual identity guidelines, graphic design, and web designs for MITH and its numerous academic projects, then translated these designs into websites and user interfaces.
- Served on a number of committees for positions, including search and hiring committee for MITH's Assistant Directors, and several staff roles, and planning committees for MITH's local and international conferences.

University of Maryland, College Park, Department of English, Digital Humanities Team

Research Assistant, Data Visualization & UI Design

Winter 2004 - Spring 2005

- Graphic/web and UI designer for the Andrew W. Mellon Foundation-funded Nora Project (later MONK Project). Developed logo, graphic designs, and website. Collaboratively produced user interface designs and functional prototypes with UMD's Human Computer Interaction Lab (HCIL).

ZenGrove Design, LLC, Walkersville, MD

Owner (Part-Time since 2010)

July 2009 - Present

- Created graphic and identity designs for a variety of clients, including the New York Public Library, the Folger Shakespeare Library, the University of Maryland, and local DC-area small businesses.
- Produced 3D models, sculptures, animations, and interactive 3D environments for clients.

Education

University of Maryland, College Park | Spring 2005

B.A. English Language & Literature | Major GPA: 4.0, Academic Honors

Earned Research Assistantship (2004-05) with the Maryland Institute for Technology in the Humanities, participating as graphic and UI designer for the Andrew W. Mellon Foundation-funded Nora Project.

Completed senior digital humanities independent study project in interactive fiction web applications.

Publications

McFall, L. M., Simons, J. T., **Lord, G.**, Nieves, A. D., MacDonald, P., & Young, S. (forthcoming 2016). *Collaborations in liberal arts colleges in support of digital humanities*. In B. Doherty (Ed.), *Technology-Centered Academic Library Partnerships and Collaborations*. Hershey, PA: IGI Global.

Ruecker, S., Rossello, X., **Lord, G.** & Radzikowska, M. "The Clear Browser: Visually Positioning an Interface for Data Mining by Humanities Scholars." *Digital Humanities 2006*, at the Sorbonne, Paris, France. July 5-9, 2006.

Conference Presentations & Posters

Heil, J., **Lord, G.**, Mills, T., & Sendelbach, D. (2015 Nov). Bigger than the Sum of its Parts: A Collaborative Conference Structure and Student Empowerment to Engage. Presentation at the Bucknell Digital Scholarship Conference, Lewisburg, PA.

Lord, G., (2015 July). Design Best Practices & Prototyping. Presentation at the Institute for Liberal Arts Digital Scholarship (ILiADS) Institute Week, Clinton, NY.

Lord, G., (2015 July). Survey of Digital Humanities Tools: Web Development. Presentation at the Institute for Liberal Arts Digital Scholarship (ILiADS) Institute Week, Clinton, NY.

Grimaldi, K., **Lord, G.**, & Simons, J. (2014 Nov). Undergraduate Digital Scholarship: CLASS as a Model for Digital Humanities Scholarship in the Liberal Arts. Presentation at the Bucknell Digital Scholarship Conference, Lewisburg, PA.

Nieves, A.D., Simons, J.T., MacDonald, P., **Lord, G.**, McFall, L., Omori, K., & Young, S. (2012 February). Sustaining innovation: Connecting Practice, Pedagogy, and Publication. Poster presented at EDUCAUSE Learning Initiative, Austin, TX.

Lord, G., McFall, L., Nieves, A. D., Simons, J. T. (2015 July). "Where We Are and Where Are We Going?" The Digital Humanities Initiative (DHi) at Hamilton College at Five Years. Presentation at the Keystone Digital Humanities Conference, Philadelphia, PA.

Teaching

Lord, G. & Simons, J. (2016 June, Scheduled). "Foundations: Models for Digital Humanities at Liberal Arts Colleges and Four-Year Institutions." Digital Humanities Summer Institute, Victoria, BC.

Lord, G. (2016 April) "Introduction to Blender for Game Development." Frederick Game Development Group, Frederick, MD.

Lord, G. (2016 April, 2015 July, 2015 April, 2014 June, 2014 April, 2013 July, 2012 December, 2012 Nov). "Videogames and Narrative." Guest Lecturer in courses: "Cinema & New Media Studies 2011: Introduction to Digital Humanities" (Nieves, A. & Simons, J.), "English 372: Be(.com)ing Virtual: Literature and New Media" (Schwartz, J.), "New Media Studies 300: Women Filmmakers" (O'Neill, P). Hamilton College, Clinton, NY.

Lord, G. (2016 April, 2015 Nov) "Introduction to Virtual Reality and Game Development." Math Engineering STEM Club Student Organization, Frederick Community College, Frederick, MD.

Lord, G. (2016 March) "Games and Immersive Technology: Developing Skill Sets." Digital Humanities Initiative (DHi), Hamilton College, Clinton, NY.

Lord, G. (2012 Nov) "Women in Videogames." Guest Lecturer in course: "New Media Studies 300: Women Filmmakers" (O'Neill, P.). Hamilton College, Clinton, NY.

Conferences Attended

Digital Humanities Summer Institute, Victoria, BC	Scheduled 2016 2014
Institute for Liberal Arts Digital Scholarship (ILiADS), Clinton, NY	Scheduled 2016 2015
Music and Games Festival, National Harbor, MD	2016
Bucknell Digital Scholarship Conference, Lewisburg, PA	2015 2014
Digital Humanities	2009
Digital Diasporas: DH and African American/African Diaspora Studies	2008
Future of Electronic Literature Symposium	2007

Professional Organization Memberships

Institute for Liberal Arts Digital Scholarship (ILiADS) Steering Committee	July 2015 - Present
2nd Door Studio, Independent Game Development Team	April 2016 - Present
Frederick Game Developers Group, Frederick, MD	Jan 2016 - Present
Islandora Consortium Group (ICG)	Nov 2012 - Present

Grants and Awards

NEH, Office of Digital Humanities Start-Up Grant Award, \$35,000

Mar 2016

NY Public Library for the Performing Arts, Billy Rose Theater Division: 3D Visualization of Theatrical Lighting Designs. National Endowment for the Humanities. Collaborator: Doug Reside. Initial planning and a feasibility study to determine how virtual simulation software could be re-purposed to create representations of historical theater designs based on archival sources.

Winner, "Sculpt January 2016"

Feb 2016

3D Sculpture contest, sponsored by AgenZas Brothers 3D community and Allegorithmic Software. Event asked participants to produce one digital sculpture per day for each day of January 2016, around community-chosen themes. Album available at: <https://www.artstation.com/artwork/46yo1>

Kickstarter Campaign "The Reunion: A Storytelling Card Game"

Sep 2014

Collaborators: Andrew Ferguson, Bronwen Hudson. Organized and produced a successfully crowdfunder-funded campaign to develop a card game, based on original design work and a prototype game developed at Digital Humanities Summer Institute 2014.

Runner-Up, MLA's "New Variorum Shakespeare Digital Challenge"

Nov 2012

Collaborator: Doug Reside. Designed an interactive digital edition of Shakespeare's "Comedy of Errors" to include interactive annotation and multimedia features as part of the Modern Language Association's "New Variorum Shakespeare Digital Challenge" contest.

Winner, Sega of America Videogame Competition

Aug 1994

Winner of the official Sega of America-sponsored "Sonic the Hedgehog 3" tournament, representing the state of Maine, as part of Sega's "Kids Go HoJo" summer event, hosted by Howard Johnson hotels.

Additional Development Experience

Ludum Dare Accelerated Game Development, Event 35

Apr 2016

3D Modeler, 3D Sculptor, Animator, Artist, Musician, Programmer

Created a 72-hour videogame prototype, "Hart of the Forest" around the community-chosen theme of "Shapeshifting." Collaborators: Lane, I., Lane, S., Lollar, C., Silcott, A. Game prototype available at: <http://ludumdare.com/compo/ludum-dare-35/?action=preview&uid=49637>

Ludum Dare Accelerated Game Development, Event 34

Dec 2015

3D Modeler, 3D Sculptor, Animator, Artist

Created a 72-hour videogame prototype, "Sushi Roll" around the community-chosen themes of "Growing" and "Two-Button Controls." Collaborators: Lane, I., Naegle, R., Silcott, A., Smith, J. Game prototype available at: <http://ludumdare.com/compo/ludum-dare-34/?action=preview&uid=49637>

Root of Play

Jul 2015

Graphic Designer

Designed card layouts and artwork for the academic card game, "Root of Play," continuing game design work begun with researchers/game designers Matt Bouchard and Andy Keenan in DHSI 2014. Game

available at: <https://www.thegamecrafter.com/games/root-of-play>. Project abstract available at: http://www.syllabusjournal.org/syllabus/article/view/13/pdf_28

Ghazal Generator

Jun 2015

Designer, Software Developer, Database Designer

Developed a tool that guides users in the structure and rhyming conventions of the traditional “Ghazal” poetic form, as an offshoot of DHi’s “Beloved Witness” project with researcher Patricia O’Neill, Ph.D. Project available at: <http://dhinitiative.org/demos/ghazal>

DHQuest

Jun 2015

Game Designer, Game Developer, Programmer, Artist

Developed a “DH simulation” game to accompany the 2015-16 DHSI course, “Foundations: Models for Digital Humanities at Liberal Arts Colleges and Four-Year Institutions,” led by DHi Co-directors Angel David Nieves and Janet Simons. Game available at: <http://www.dhquest.com>

The Reunion: A Storytelling Card Game

Sep 2014

Game Designer, Graphic Designer, Artist, 3D Modeler, Animator, Programmer

Designed, tested, and finalized a card game based around the core mechanic of collaborative group storytelling. Successfully crowdfunded the game through Kickstarter, including the creation of preview images and a 3D-animated demonstration video. Developed an automated game-testing algorithm and testing program, to fine-tune game balance. Game will be finalized and available as a beta edition, expected Q4 2016. Project available at: <http://www.reunionthegame.com>

Chess Poetry

Sep 2014

Graphic Designer

Designed graphics and visuals for the “Chess Poetry” project and “ChessBard” software, developed by Aaron Tucker, Ph.D., which converts algebraic notations of Chess games into algorithmically-generated poetry. Project available at: <http://www.chesspoetry.com>