

*Every year, student teams across the state  
are given a prompt by the  
Advanced Media Entertainment Society  
and must develop their game within the same two month time  
frame. This year prompt is:  
"Perseverance"*

*Teams competed at the local level for the right to  
advance to this Super Showcase event.*

☼ ☼ ☼

*We would like to thank  
our Advisory Committees for  
going above and beyond in their  
help with curriculum steering,  
helping students with their  
projects, and constant support  
for our programs.*

*We would also like to thank our  
industry representatives  
for attending this event and being  
part of our panel.*

*We really appreciate  
everything you do!*

*A special thank you to  
**itch.io** for hosting our  
Showcase.*

☼ ☼ ☼

*To all of our guests,  
thank you  
for sharing this day  
with us in support  
of our students.*

☼ ☼ ☼

2021

*Super*

SHOWCASE

June 5, 2021

Sponsored By:

**A.M.E.S.**  
Advanced Media  
Entertainment  
Society

# SUPER SHOWCASE

## JUDGES

### **Kate Edwards**

Executive Director of the Global Game Jam and the CEO and Geographer at Geogrify, her consultancy which pioneered content culturalization in games. She is also an award-winning industry advocate and the former Executive Director of the International Game Developers Association (IGDA).

### **Sam George**

I have primarily worked on experimental game projects with a focus on neuroscience and physiology data gathering and improvement. In college I co-founded The Mind Mall, a multimedia software company, and Sam's Simple Software which is a general software development house.

### **Nellie Hughes**

As a game design industry veteran of 16 years, Nellie Hughes has worked on games such as City of Heroes, Champions Online, Star Trek Online and Guild Wars 2 in a variety of ways. Currently she now resides as a Design Manager at Monolith Productions, helping guide the team and department to be the best they can be.

### **Crystal Reid**

Slayer and creator of internet dragons, Crystal began her journey in games as QA before moving into design where he focused on killing players in fun and interesting ways working on Raid and Dungeon content. These days her focus is around building and growing the Destiny 2 Narrative team at Bungie.

### **Walter Williams**

Born in Los Angeles in the 80s, he worked his way up through Activision Quality Assurance to junior designer. After fifteen years in design he has been blessed to work on games like Call of Duty and Shadow of Mordor.

# SUPER SHOWCASE

## COMPREHENSIVE COMPETITORS



**Skagit Academy**  
Mount Vernon, Washington  
**Jason Pasimio**  
Video Game Design Instructor

### **Skagit Academy Ravens**

"Roll Over Red Rover"

Programming

Michael Rave  
Gideon Scholz  
Andrew Pasimio

Art

Cadence Littlefield

Sound

Audrey Heiland



**Capital High School**  
Olympia, Washington

**Scott Le Duc**  
Instructor

### **GMJM**

"Labyrinth"

Programming

Michael Nguyen

Art

Gage Carpenter  
Michael Navarro Ortiz

Sound

Jamel Spencer

### **Bean Co. Games**

"Person Man"

Programming, Art & Sound

Vincent Vega

### **4th Games**

"Jackalope"

Programming

Jessica

Art

Gracie Conn

Sound

Zayvier Brown

# SUPER SHOWCASE

## SKILLS CENTERS COMPETITORS



**Northwest Career & Technical Academy**  
Mount Vernon, Washington  
**Linton Porteous**  
Video Game Development  
Instructor

### **Ethero**

"Project Ethero"

Programming

Cullen Frates

Art

Kalvin Carmen

Sound

Ayden Brady

Design

Ayden Malone

### **Skeleton Key**

"Bonehead"

Programming

Steven Eerkes

Art

Oren Goodin

Sound

Cobi Bullen

Music

Darius Guidry

### **Shuriken Games**

"Ninja Tower"

Programming

Jeremiah Hofbauer

Will Southard

Art

Will Southard

Sound

Jeremiah Hofbauer



**Seattle Skills Center**  
Academy of Interactive  
**Entertainment**  
Seattle, Washington  
**Chris Dougherty**  
Video Game Design Instructor

### **Tower of Resolve**

"Tower of Resolve"

Programming

Nicholas Dang

Art, Sound, Programming

Sean Semick

Art

Jason Guenther

Lucas Fitzpatrick

### **Cam Now**

"Cam Now!"

Programming

Samuel Paschal

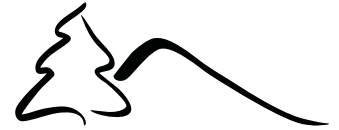
Art

Isaac Stewart

Tananda Haulley

Thomas Nguyen

Leo Yagle



**Sno-Isle TECH Skills Center**  
Everett, Washington  
**Jim Bassett**  
Video Game Design Instructor

**Lee Anne Lumsden**  
Animation Instructor

### **Lucidity**

"Bunnaby's Killer Cruise"

Programming

Isaiah Griffin

Trayden Gerik

Tristan Favard

Art

Olivia Noland

Tristan Favard

### **Raconi**

"Through the Winter"

Programmers

Derek Sturm

Aidan Neumann

Art

Ronin Seboe

Leonardo Rodriguez

Music

Derek Sturm

Design

Jared Novy

### **Depresso Espresso**

"An Opportunity"

Programming

Andrew Howell

Josh Camacho

Evan Gray

Art

Jayda Turner

Mason Thompson

Music/Sound

Mason Thompson



**Puget Sound Skills Center**  
Burien, Washington  
**Dr. Chris Cornuelle**  
Instructor

### **Team Dishonoured**

"Slaughterpark"

Programming/Audio

Sam Clemons

Design

Conner Gipson

Art

Patrick Domingo

Music

Matt Safley