

DIAMOND E. BEVERLY

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I am an artist, game designer, and researcher based in Dallas, Texas. Through individual and collaborative projects, I discovered the power of environmental storytelling and the transformative properties of a well-designed game. My work engages with cultural studies, multimodal representations, and narrative storytelling through the medium of digital games.

EDUCATION

- MFA** University of Texas at Dallas, Creative Practice May 2022
Thesis: "Affirmations: The Politics of Liberation and Exploration of Healing in Digital Game"
Committee: Dr. Hong-An Wu (Chair), Dr. Josef Nguyen, Dr. Kim Knight
- BS** Tarleton State University, Digital Media Technology May 2019
Thesis: "Paper: Revisiting identity and community through game design"
Advisor: Knut Hybinette
Minored in Film Production
Graduated Summa Cum Laude
- HS** North Mesquite High School, Electrical Engineering May 2015
Graduated Summa Cum Laude
Completed +80 community services hours

RESEARCH EXPERIENCE

- The Studio for Mediating Play**, Richardson, Texas 2021 to Present
Creative Director of SMP Mural
- Direct and complete multiphase creative mural project.
 - Organize and lead workshops among collaborators for creative input.
 - Deliver robust, focused design concept promoting the launch of a new collaborative space.
- The Studio for Mediating Play**, Richardson, Texas 2019 to Present
Researcher
- Participate in workshops and talks with game and trans media scholars while critiquing play practices at the intersections of race, gender, and sexuality.

Narrative Systems Lab, Richardson, Texas 2019 to Present
Researcher

- Analyze the significance of narrative design in digital game while comparing digital games' rendering of narratives.

ArtSci Lab, Richardson, Texas 2019
Researcher

- Research the practice of creative resilience via the interplay between mental health and video games across the arts, sciences, and humanities.

Tarleton State University, Stephenville, Texas 2017 to 2019
Researcher with Dr. Jason Latouché

- Research traditionally underrepresented groups in video games.

TEACHING EXPERIENCE

University of Texas at Dallas, Richardson, Texas May 2021 to Present
Teaching Associate, Arts, Technology, and Emerging Communications

- Instructor of record for Design 1
- Responsible for a variety of pedagogical tasks, such as grading papers, meeting with students, structuring the syllabus and online learning platform.

University of Texas at Dallas, Richardson, Texas May 2019 to Present
Teaching Assistant, Arts, Technology, and Emerging Communications

- First Year Seminar, Motion Graphics, Design 1, and Project Management 1
- Improve student participation in the classroom through integration of creative role-playing exercises and peer review sessions.
- Collaborate with a team of faculty at weekly meetings and actively contribute new pedagogical ideas for teaching.
- Structure the class lectures, online learning portal, and accommodations.
- Grade students' work and provide feedback on assignments and projects.

PUBLICATIONS

Book Chapters

Beverly, Diamond. "Bellus Calamits." *Tarleton Anthology (volume 22)*, Tarleton state University, 2017.

Beverly, Diamond. "Hashtag." *Tarleton Anthology (volume 23)*, Tarleton state University, 2018.

Journal Articles

Beverly, Diamond. "Blerd: The exploration of Blackness in gaming spaces, fan-interpretations, and creation of counter publics." *HyperHiz: New Media Cultures*, forthcoming.

Podcast

Beverly, Diamond, and Malina, Roger. "The Affirmation game and creative resilience." *The Bold Roast Podcast*, The University of Texas at Dallas, 2019.

Media

Beverly, Diamond. *Opportunities for all*. Social media campaign, Tarleton State University, 2019.

Beverly, Diamond. *Creative vocal performance: MLK candlelight vigil*. Live performance, Tarleton State University, 2015-2019.

Beverly, Diamond. *Creative vocal performance: Music through the ages and Black history*. Live Performance, Tarleton State University, 2018.

Beverly, Diamond. *Creative vocal performance: Black history month celebration*. Live Performance, Tarleton State University, 2019.

Exhibition

Beverly, Diamond. *All together now*. Virtual art installation at The SP/N Gallery, The University of Texas at Dallas, 2020.

Beverly, Diamond. *What was lost?* Participatory art installation for the Creativity as Social Practice Exhibition at The Edith O'Donnell Arts & Technology Building Lobby, The University of Texas at Dallas, 2019.

Beverly, Diamond. *The Affirmation game*. Digital game for the Interactive Media, Art, Science and Humanities Showcase at The ArtSci Lab, The University of Texas at Dallas, 2019.

Beverly, Diamond. *Comfort*. Solo exhibition at The Edith O'Donnell Arts & Technology Building Lobby, The University of Texas at Dallas, 2019.

Beverly, Diamond. *Paper*. Solo Exhibition at The Clyde H. Wells Fine Arts Center Gallery, Tarleton State University, 2019.

PRESENTATIONS, WORKSHOPS, AND INVITED LECTURES

Artist Workshop, “Music inspired drawings workshop series.” *The smART Project*, 2021.

Paper Presentation, “Shame works: How game developers and fan communities renegotiate representation and content in video games.” *Midwest Popular Culture Association/Midwest American Culture Association Annual Conference*, 2021.

Paper Presentation, “The White Gaze: the impact and necessity of agency and representation of LGBTQIA+ characters in media.” *The Midwest Bisexual Lesbian Gay Transgender Asexual College Conference*, 2018.

Paper Presentation and Roundtable Discussion, “Hidden figures: Black and POC history of the LGBTQ+ movement.” *The Midwest Bisexual Lesbian Gay Transgender Asexual College Conference*, 2019.

Town Hall Presentation and Discussion, “Pretty for a Black girl: How the intersection of microaggression and misogynoir Black women face impacts development.” *Southwestern Black student leadership conference*, 2018.

Diversity Workshop,

“LGBTQ+.” *Diversity Dialogue*, 2015.

“Black LGBTQ+ and the Church.” *Diversity Dialogue*, 2017.

“Intersectionality.” *Diversity Dialogue*, 2018.

“Colorism.” *Diversity Dialogue*, 2019.

“Eurocentric beauty standards.” *Diversity Dialogue*, 2019.

“Intersection of race and gender in underserved populations.” *Tarleton Transition Mentor*, 2019.

Paper Presentation, “Traditionally underrepresented groups in video games.” *Texas A&M Research Symposium*, 2018.

HONORS AND AWARDS

The Jess Hay Endowment for Chancellor's Graduate Student Research Fellowship, Nominee. The University of Texas System, 2021.

President's Teaching Award, Nominee. The University of Texas at Dallas' Center for Teaching and Learning, 2021.

Best Video Award for short film *Discovering Granbury*. *Granbury Scavenger Hunt Service Project*, Tarleton State University, 2018.

Festival Official Selection for short film *Key. The Ocular Obstinace Moving Media Festival*, Brazos Drive-In Theater, 2018.

Festival Official Selection for short film *Air. The Ocular Obstinace Moving Media Festival*, Brazos Drive-In Theater, 2018.

PROFESSIONAL TRAINING

ATEC Teaching Assistant and Teaching Associate Training Seminar, The University of Texas at Dallas, 2019-2022.

Green Dot, Tarleton State University, 2019.

Ally Training, Tarleton State University, 2019.

PROFESSIONAL SERVICE

Graduate Peer Mentorship Program, University of Texas at Dallas 2021
Graduate Mentor

- Peer mentor for incoming graduate student cohort at the School of Arts, Technology, and Emerging Communications.

Gay-Straight Alliance, Tarleton State University 2017 to 2019
President (2019), Vice-President (2018), and Secretary (2017)

- Organizer for Texas A&M Systems 2nd chance prom that worked with a \$5000 budget by securing funding and donations.

Leaders4Diversity Conference, 2017 to 2019
Executive Planning Member

- Organizer for a statewide diversity conference that worked with a \$21,000 budget.

PROFESSIONAL AFFILIATIONS

Black Women's Studies Association 2021 to Present
General Member

The smART Project, Dallas, Texas 2021 to Present
Teaching Artist

DSA North Texas, Collin County, Texas 2019
General Member and Racial Justice Working Group Member

BlackGirlGamers, Dallas, Texas
General Member

2018

LANGUAGES

English (native).

Spanish (novice).

COMPUTER SKILLS

Programming: Python, Java, C++, Kotlin, HTML, XML

Applications: Maya Autodesk, Unreal Engine, Adobe suite, Microsoft Suite, Audacity

Platforms: Game Mechanics, Level Design, Game Development, Gameplay

REFERENCES

Dr. Hong-An Wu, Assistant Professor
University of Texas at Dallas
Email: hongan.wu@utdallas.edu

Dr. Josef Nguyen Assistant Professor
University of Texas at Dallas
Email: josef.nguyen@utdallas.edu

Dr. Kim Knight, Associate Professor
University of Texas at Dallas
Email: kim.knight@utdallas.edu