

CURRICULUM VITAE

CORY MCKAGUE

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EDUCATION

MFA 2023

University of Colorado, Boulder, CO

BA in Art Practice + Art Education 2020

University of Northern Colorado, Greeley, CO

PROFESSIONAL EXPERIENCE

Assistant Professor in Game Design and Interactive Media

2023-Current

University of Montana, Missoula, MT

Teaching Game Design, Development, Theory, Immersive Media and Game Art

Adjunct Instructor 2022-2023

University of Northern Colorado, Greeley, CO

Developed and taught courses in game design, media and art.

Instructor 2020-2023

University of Colorado, Boulder, CO

Developed and taught courses in 3D and digital design

Lead Graduate Instructor 2021-2023

University of Colorado, Boulder, CO

Trained and orchestrated training programs for graduate instructors, such as teaching workshops and peer reviews that accumulated in a certificate in teaching.

Instructor in Game Design + Robotics 2021

Teeterpal, San Mateo, CA - Remote Instruction

Designed and taught 10 week summer courses in game development, design, 3D modeling, creative coding, robotics.

Instructor in Game Design, Robotics + Programming 2020

Black Rocket Productions, NY - Remote Instruction

Taught courses in creative engineering, interactive design and app development.

Instructor, Studio Art + Creative Technologies 2020

Knowledge Quest Academy, Milliken, CO - Hybrid Instruction

Designed and taught courses in art, digital media, game design.

Digital Fabrication Laboratory + Studio Tech 2017-2019

University of Northern Colorado, Greeley, CO

Worked with the digital fabrication lab at UNC, assisted students and faculty with design and fabrication.

SELECTED COURSES

Introduction to Immersive Media

Studio course where students learn about the various pipelines in XR design and development to produce AR, MR and VR projects in Unity and Unreal.

2D Game Art and Assets

Students are introduced to the various aspects of 2D design and development in games and digital illustration from sprite implementation, programming and layout in Godot Engine, pixel art, color theory, concept art, environment, characters and digital painting techniques.

3D Modeling

Students are introduced to 3D modeling techniques for game design and computer graphics, primarily hard surface and environment, such as modeling, UVs and textures.

3D Digital Sculpting and Character Design

Students expand their 3D modeling techniques and develop soft surface and character creation pipelines, looking at such things as concept, sculpting, surface texture, hair, rigging and animation.

Game Jams

Iterative game design course centered on developing smaller games around themes, mechanics and basic game theory.

Game Development (BFA)

Senior capstone course where students learn the production of game development looking at project management and using agile development pipelines.

Game a Week (MFA)

Graduate courses similar to game jams centered around iterative design with a deeper emphasis on theory concepts and techniques.

Graduate Game Seminar (MFA)

Graduate seminar course around game theory and prototype development.

Graduate Game Production Study (MFA)

I direct a group of graduate students in the commercial production of a commissioned game.

CREATIVE RESEARCH, EXHIBITIONS, AND FESTIVALS

2026 SXSW Immersive Experience Selection, Austin, TX

Ongoing solo developed VR game, "Watsonville" showcased in the SXSW Immersive Experience Selection

- Blackfeet Eco Knowledge (Ongoing), Browning, MT

Professional Development VR Buffalo jump leading a group of graduate students.

- FIVARS Festival of Interational & Augmented Reality Stories, Ontario, Canada

Showcased solo developed VR Project

2025 Open Air Artist in Residence, Missoula, MT

Developed a Lewis and Clark VR game for Traveler's Rest State Park.

- Exhibitor - MAGWest Gaming Expo, San Jose, CA

Selected showcase indie VR Game "Watsonville."

- Game Poems Magazine Showcase Vol 1

Showcased Game - "Transplant."

- Artist in Residence, 547 Art Center, Greensburg, KS
- Global Game Jam

Collaborated on a game for the Global Game Jam "Bubble Witch."

- Workshop Presenter - MFPE Conference, Missoula, MT

2024 Artist in Residence: 547 Art Center, Greensburg, KS

- Avian VR Game - Aviation Conservation Education, Missoula
Developed a VR prototype for Ornithological Research.

2023 Resident Artist: *Farm to Spaceship and Boulder Public Arts Commission - "Experiments in Public Art", Boulder, CO*

Created an AR Game - Finding Oliver - that recreated historic demolished buildings and took people on an interactive tour.

- VR Exhibition: Cow VR - CU Boulder Art Museum, Boulder, CO
- M12 Collective Exhibition: SITE, Santa Fe, NM

2022 Residency: *Tallgrass Artist Residency, Matfield Green, KS*

- Residency: *MT. Liggett Art Environment, Mullinville, KS*
- Group Exhibition: *Tiny Art in Tiny Spaces - Spectra Immersive Art Space, Denver, CO*
- Group Exhibition: *The Elastic Mind, The South Gallery, Broward, FL*
- Group Exhibition: *Vernon Finley Museum, Pratt, KS*
- Exhibition - *School for Rural Culture and Creativity, Matfield Green, KS*
- Residency: *Kansas Field Arts Forum, Pratt, KS*

2021 *Augmented Reality Showcase*, CU Boulder, CO

- Multimedia Showing: *Frontier Drive in*, Monte Vista, CO
- Group Exhibition: *Kid Pix*, Media Archeology Lab, Boulder, CO
- Resident + Court Artist - *Rocky Mountain Immigration Advocacy Network*, Denver, CO

2020 *Whaaat!?* Arcade, Atlas Institute, Boulder, CO

- Installation: *JBSW 960*, Campus Commons Gallery, University of Northern Colorado, Greeley, CO

2019 *Student Art Show 1st Place*, University of Northern Colorado, Greeley, CO

- Group Exhibition: *Garden Theater*, University of Northern Colorado, Greeley, Co
- *Annual Student Show*, CC Gallery, UNC, CO
- *Start Salon*, Zoe's Event Center, Greeley, CO
- *Southard Award Semi-Finalist*, UNCO, Greeley, CO
- *Student Art Show 1st Place*, UNCO, Greeley, CO
- Residency: Firehouse Art Center, Longmont, CO
- Robotics and Music Performance - *Why, Ducks, Why?* Greeley, CO
- Interactive Exhibition: *Working Artist Project*, Mariani Gallery, Greeley, CO

PRESENTATIONS, PUBLICATIONS, AND PRESS

2026 Speaker/Paper: iLRN XR Conference, Athens, Greece

- Speaker/Paper: Meaningful XR Conference, Portland OR

Talk on Environmental + Immersive Storytelling.

- Press: *SXSW 2026: 7 XR Experiences That Prove VR Is Here To Stay* - Punished Backlog

<https://punishedbacklog.com/sxsw-2026-best-xr-vr-experiences/>

2025 Presenter: Meaningful XR Conference, UC Davis

- Speaker: Creativity and Innovation Symposium - University of Montana
- Workshop: Colorado Art Education Association (CAEA), Breckenridge, CO
- Interview: Missoulia - UM hosts 2025 Global Game Jam
- Workshop Presenter: MFPE Conference, Missoula, MT
- Speaker: Traveler's Rest State Park and Open Air, Lolo, MT

2024 Speaker: Creativity and Entrepreneurship Summit - University of Montana, Missoula, MT

- Workshop: CAEA, Breckenridge, CO
- Interview: Missoulia - UM Game Design Program Tackles AR, AI and Art
- Speaker: Serious Play Conference, Toronto, Canada
- Workshop Presenter: MFPE Conference, Missoula, MT

2023 Interview: *Conversations with Animals Podcast*, NY, NY

- Interview: *New Territory Magazine*, Wichita, KS
- Presenter: Field School, Boulder, MT

2022 CAEA Conference, Breckenridge, CO

2021 NAEA Conference, Remote

2019 Artist Interview: The Longmont Leader, Longmont, CO

- Interview: Boulder Weekly, Boulder, CO

GRANTS, LEADERSHIP, AND INSTITUTIONAL SERVICE

2026 Blackfeet Eco Knowledge (Ongoing), \$60,000

*Commissioned project to pay graduate student developers to build
A professional project for the Blackfeet tribe.*

- Montana Game Conference 2026, Missoula, MT

*Founded and organized the inaugural Montana Game Conference, involving a
student showcase, guest lectures and awards.*

2025 Siggraph 2026 Reviewer

- Montana Game Conference, Missoula, MT

Founded and organized the inaugural Montana Game Conference.

- Exhibitor/Recruitment: PAX West, Seattle, WA

*Exhibitor booth at Penny Arcade Expo in Seattle, WA promoting UM and game
program.*

- UM Game Design and Immersive Media Lab, \$50,000

*Raised grant funding and built a Game Design and Immersive Media lab
at the University of Montana.*

- DiGRA 2026 Reviewer

2024 Frank Foundation Grant Recipient

- Codeveloped MFA degree and program at University of Montana

2022 Center For Humanities and Arts Grant, Boulder, CO

2021 *Center For Humanities and Arts Grant*, Boulder, CO

2019 *Student Art Show 1st Place*, UNCO, Greeley, CO

- *Southard Award Semi-Finalist*, UNCO, Greeley, CO