

# Rowena Chodkowski

## CURRICULUM VITAE – WEB ONLY VERSION

### LOCATION AND CONTACT INFORMATION

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Montreal, QC and New York, NY

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### EDUCATION

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Concordia University, Montreal 1/2022-9/2026

Doctorate of Philosophy, Humanities: Computation Arts, Sociology, Communications

- Recipient of Canada Power Fellowship, Concordia Merit Scholarship, International Tuition Award of Excellence

University of California, Davis 9/2019-9/2021

Master of Fine Arts, Creative Writing; Nonfiction/Experimental Concentration

- Relevant Coursework: ENL 287 Literature & Media, ENL290 Electronic Literature, CMN260 Political Communication, CRI200A Intro to Critical Theory, PFS265A: Modes of Production (audio)
- Certification in Hybrid/Online Teaching

Smith College 9/2009—5/2013

Dean's List Honors. Major: Government (International Relations) Minor: Fine Arts

Hunter College 1/2012—5/2012

Non-Matriculated Student

Nanjing Normal University 9/2014—5/2015

Confucius Institute Scholarship Program, International College for Chinese Studies

- Non-credit foreign language coursework

### ACADEMIC TEACHING EXPERIENCE

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Teaching Assistant, CART210, Introduction to Media Winter 2023

Instructor, ENL5NF, Introduction to Creative Writing: Nonfiction WQ 2021, SQ 2021

Instructor, ENL5F, Introduction to Creative Writing: Fiction FQ 2020

Teaching Assistant, Women's Literatures II SQ2020

Teaching Assistant, English Literatures 1700-1900 WQ 2020

Teaching Assistant, African-American Literature to 1900 FQ 2019

### ADDITIONAL TEACHING EXPERIENCE

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- Digital Storytelling for Everyday Activism, Assistant, Arts & Literature Lab 6/2021-7/2021
- Assist and facilitate workshop for racialized communities in Madison, WI
- English as a Second or Other Language Tutor, Literacy Volunteers of Massachusetts 5/2019—7/2019
- One-on-one volunteer tutoring program for adults receiving social support services in Massachusetts
- English as a Second or Other Language Tutor, Private 2015—2019
- Private tutoring, focusing on reading and writing fundamentals for grades 8-12
- College Preparation Workshop, Due West Education 2018, 2019
- Organize and deliver 3-day college preparation workshop, focusing on culture, navigating the university, and research fundamentals

## CONFERENCE PRESENTATIONS

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- Co-Author, “Yellow Coolant and Kellogg’s Diarrhea: Slop, Shanzhai, and Cursed AI” 9/2025  
*Association of Internet Researchers Conference*. Paper Accepted, to be presented.
- First Author, “I Miss the Old Future: Frutiger Aero, YT Visual Playlists, and Generative Nostalgia.” 6/2025  
*Music and the Moving Image Conference*. Paper presented.
- “Playing in Vector(al) Space: AI Toys, Huggingface, and Speculation.” 7/2024  
*Digital Games Research Association Conference*. Paper presented.
- “Memetic Internet Aesthetics, Vaporwave and Weirdcore: Postmodern Malaise and Grief Across Fractal Time.” 3/2024  
*Society for Cinema and Media Studies Conference*. Paper Presented
- “Data Activism and Housing Justice” 10/2023  
*Union for Democratic Communications Conference*, University of Pennsylvania. Paper presented.
- “Weirdcore, the Anthropocene Uncanny, and Collaborative Intermedia Production” 6/2023  
*Canadian Game Studies Association Conference*, Paper presented.
- “Generative AI and Remixed Nostalgia” 4/2023  
*Worlding the Machine: Intervention, Experiment, Co-creation*, McGill University. Artist presentation.
- “Bridging the Sixth Great Extinction: Hideo Kojima’s Memetics in *Death Stranding*.” 4/2023  
*Society for Cinema and Media Studies Conference*. Paper presented.
- Co-Author, “Justice in Context: Making Sense of ‘Context’ in Discourses Surrounding Viral Videos of Social Injustice.” 10/2022  
*Bearing Witness, Seeking Justice Conference*, Massachusetts Institute of Technology. Paper presented.
- "TIP - Don't Be Afraid to Die: Synthwave's Memetic Aesthetics in *Hotline Miami*" 5/2022  
*Music and the Moving Image Conference*, New York University (Virtual). Paper presented.
- “Saving Skyscales: Guild Wars 2 Games the Anthropocene” 3/2021  
*Society for Cinema and Media Studies Conference* (Virtual). Paper presented.

“Odd Bots” 10/2020  
*Global Fusion Conference* (Virtual). Southern Illinois University, Carbondale & Edwardsville. Artist presentation.

## EXHIBITIONS AND PUBLICATIONS

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“Designing for Meaning: Uniting Creative and Scholarly Research Through Collective Practices in Event Design.” 9/2024  
*International Journal on Stereo and Immersive Media*. First Author, Co-Author with Richy Srirachanikorn Annie Harrison, Derek Pasborg, and M. Sharom Ali.

“Machine Dreams of a Cosmpolitan Past.” 8/2024  
Interactive digital artwork. *Mutek Forum*, Societie National, Montreal QC. Joint project with Hamidreza Nassiri. Artwork Exhibited.

“The Wall (Time in a Bottle)” 2/2024  
Interactive digital artwork. *Nostagain Symposium*, CU 4<sup>th</sup> Space, Montreal QC. Joint project with M. Sharom Ali.

“Revolutionary Retromimesis” 9/2023  
Interactive digital artwork. *Milieux Expo*, Concordia University, Montreal QC. Artwork exhibited.

“回去回来 A Story in Three Parts” 3/2023  
Asian American Writer’s Workshop *The Margins* series. Published online.

“Tomb Sweeping Festival” 1/2018  
Print publication in *The Shanghai Literary Review*, republished online in 2019.

## LECTURES, WORKSHOPS AND READINGS

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“Crafting AI Imaginaries.” 10/2024  
Online Stable Diffusion Workshop, *Applied AI Institute*, Concordia University 4<sup>th</sup> Space

“Generative AI and Web Aesthetics” 4/2024  
Guest Lecture and Interactive Workshop, *Creative Coding*, Fordham University

“Creative Computing and AI for Arts and Culture” 3/2024  
Alumni Guest Speaker, *HCHS AI/ML Day*, Hunter College High School

“Hito Steyerl and the Poor Image” Winter 2023  
Guest Lecture, *Introduction to Media*, Concordia University

“Video Game Comedy: Saint’s Row II” Summer Session 2021  
Guest Lecture, *Film Comedy*, University of Wisconsin-Madison

“African American Media History in Boston” FQ2019  
Guest Lecture, *African American Literatures to 1900*, UC Davis.

“My Life as a Burrito” FQ2019

Poetry Reading, *Fig & Axel* Reading Series, Davis, CA.

“Selected Poems” 2018  
Poetry Reading, *Spittoon Literary Tour* Series, Chengdu, China.

“Water: Three Poems” 2017  
Reader, *Spittoon Feature Series: Water*, Beijing, China.

## WORKSHOPS ATTENDED

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Deep Learning for Humanists 6/2022  
Digital Humanities Summer Institute  
• Received Scholarship

Coding for Artists with p5.js with Ari Melenciano 1/2021  
Anderson Ranch Arts Center (Virtual)  
• Received 50% Scholarship

Fiction Workshop with Tommy Orange 10/2020  
WritingxWriters Tomales Bay Workshop (Virtual)  
• Received UC Davis funding

Speculative Fiction with Tananarive Due 7/2020  
Voices of Our Nations Writer’s Workshop (Virtual)  
• Invited as returning alum

Political Content with Jeffrey Renard Allen 7/2018  
Voices of Our Nations Writer’s Workshop, Berkeley, CA  
• A highly selective workshop for writers of color

## WORK EXPERIENCE

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**Research Assistant, Data Activism/AI in Housing** 1/2023-Present  
Concordia University, Montreal  
• Research counter-cartographies and data activism research for SSHRC-funded anti-gentrification project; research the use of AI in property technology and housing speculation

**Narrative Designer, Game Developer** 5/2021-3/2022  
Lowercase Games  
• Design game narratives and mechanics

**Copywriter, Translation Assistant/Freelancer** 9/2019—Present  
Freelance, Davis, CA  
• Copywriting, including editing of raw English translation, cross-checking text with original Mandarin Chinese  
• Translate Classical, archaic, contemporary Chinese poetry

**Undergraduate Counselor, Strategy Counselor (Managerial)** 5/2016—1/2019  
Due West Education, Beijing, China  
• Monitored, managed caseload of 30 families and team of 4 employees; interviewing for HR

- Successfully close sales meetings at a rate of over 80%, bringing in revenue of over 2.5 million RMB yearly

**Foreign Consultant, Senior Foreign Consultant**

7/2015—5/2016

New Oriental Vision Overseas Consulting Co. Branch Management Center, Beijing, China

- Expanded program to two additional cities, increasing revenue by over 500,000 RMB
- Developed curriculum; produced digital curriculum content, built a digital learning/content delivery platform, led program workshops and classes.

## **VOLUNTEER EXPERIENCE**

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**Housing Data Coalition, Volunteer**

10/2023-Present

- Volunteer at the Housing Data Coalition Hackathon, running the Storytelling (media) track
- Present research, attend meetings

**Nostagain: A Generative Nostalgia Symposium**

9/2022-Present

- Core team/founding member of Nostagain, a research-creation symposia and lecture series exploring the generative potential of nostalgia
- Jury applications and select participants for panels; panel moderator
- Web designer and maintainer

**Peabody Awards, Digital Media Judge**

10/2022-11/2024

- Judge at the screener level. Evaluate entries based on narrative, ludic, and design storytelling; write informative criticism for judging board.

**Media Project Club, Founder**

3/2020-10/2021

- Design and launch an online club hosting academic and experimental work by UC Davis Design and Creative Writing MFA students
- Administer domain and subdomains; run installations of necessary platform software, including Wordpress and Mediawiki

**MFA App Review**

9/2019—9/2023

- Volunteer as an application reader; provide free support for underrepresented minorities applying for Creative Writing MFA programs

**Arts and Literature Lab, Midwest Video Poetry Fest**

10/2019

- Film Reviewer, Judge; helped select films for Midwest Video Poetry Fest

**Research and Writing Volunteer**

The West End Museum, Boston, MA

4/2019—8/2019

- Wrote didactic panels for exhibition on the Old Howard Athenaeum
- Conducted primary source research at museum and off-site public archives; topics of interest include genealogies of burlesque, vaudeville, and popular entertainment, African American entertainment history, and African American media history

**Founding Member, Web Editor, Event Volunteer, Reader**

5/2015—1/2019

Spittoon Collective, Beijing, China

- Helped Found Spittoon Literary Magazine; assisted with magazine design and website launch.

- Grew to the largest multilingual literary collective in mainland China
- Planned large-scale events, including a daylong launch event at 798 Art District in conjunction with M Woods and Gallery Yang

### **Career Development Intern**

Chinatown Manpower Project, New York, NY

5/2014—8/2014

- Worked closely with a small career development team to assist members of the Asian American community with job placement. Performed community outreach in English and Mandarin Chinese

### **PROFESSIONAL MEMBERSHIPS**

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Alan Turing Institute AI & Arts Group	2024
Technocultures, Arts and Games Lab	2022-Present
Machine Agencies Group	2022-Present
Design Justice Network	2020-2021
Society for Cinema and Media Studies (SCMS)	2019-Present
Canadian Game Studies Association (CGSA)	2023

### **RELEVANT SKILLS**

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#### **Digital/Web Skills**

- Data Science: Orange3, Python, Gephi
- Creative Computing: Stable Diffusion, Python, Javascript/p5.js, HTML, .json, Wekinator
- Software: Botpress, DaVinci Resolve, GIMP(GNU Image Manipulation Program), Indesign
- Web: Wordpress, CPanel/FPT, MediaWiki, basic database management/website administration, Linux server management and administration
- AI: Stable Diffusion, Huggingface, Civitai, Cloud GPU deployment, command line

#### **Art Studio Skills**

2-D:

- Historical methods including encaustic, tempera, oil, and pigment manufacture
- Watercolor, acrylic, gouache, and other water-based media
- Printmaking, including intaglio, offset monoprinting, photolithography, woodcut and typography

3-D:

- Sculpture, including slush casting, 1-and2- part mold making; sculpting with plasticine, epoxy, natural clay and polymer clay; specialization in urethane plastic casting
- Fiber Arts, including weaving and sewing; specialization working with faux fur/hair fabrics and kites
- Basic electronics assembly for fiber arts, such as installing LED lights, EL wire, and fans in kites and costumes

#### **Languages**

- English (fluent, native)

- Mandarin Chinese (professional working proficiency, B2 Level)