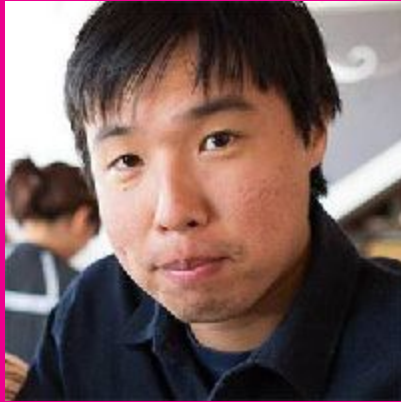


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ARTIST INFO

Robert Yang



Debacle.us

Robert Yang makes surprisingly popular 3D video games about gay culture and sexuality -- he is most known for his historical bathroom game *The Tearoom* and his shower simulator *Rinse and Repeat*, and his game trilogy *Radiator 2* has had over 250,000 players around the world. His games have been exhibited internationally at the Melbourne Triennial at the National Gallery of Victoria, Somerset House, London Short Film Festival, Institute of Contemporary Art in Philadelphia, La MaMa in New York City, and at the A MAZE festival in Berlin. He is currently an Assistant Arts Professor at New York University.

[@radiatoryang](https://twitter.com/radiatoryang)

Nathalie Lawhead



Nathalielawhead.com

Nathalie Lawhead is a game designer and experimental artist who has been making interactive art for over ten years. They started as a net-artist in the late 90's, early 00's, and are known for games such as 'Everything is going to be OK' and *Tetrageddon Games*.

[@alienmelon](https://twitter.com/alienmelon)

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Kaho Abe



Kaho Abe is a game designer and media artist based in NYC interested in improving social and personal experiences through the use of technology, fashion and games. She designs games and builds custom controllers with the hope to bring people together in new ways, face to face, in public spaces. Her work is a result of her lifelong interest in technology, her love of social games and her previous career as a fashion designer. Kaho also shares her practice by developing content and teaching Playable Fashion, an afterschool program for highschoolers, originally taught at Eyebeam Art and Technology Center, and also Beyond the

Joystick and Costumes as Game Controllers, both classes taught at the NYU Game Innovation Lab.

Kahoabe.net

[@kahodesu](https://twitter.com/kahodesu)

Ramsey Nasser



Ramsey Nasser is a computer scientist, game designer, and educator who loves to make things that are fun, challenging, and useful. His work includes games, applications, hardware, programming languages, data visualizations, websites, and more. If it's original, meaningful, and he gets to make it with his own hands, he's into it. A strong believer that open source is the best way to write software, he shares as much of his work as he can. Behind his passion is a B.S. in Computer

Science from the American University of Beirut, an M.F.A. in Design and Technology from Parsons The New School for Design, an Eyebeam Fellowship and almost a decade of professional experience. At his side are the most talented artists and designers this side of the Atlantic, who he is honored to call his friends and collaborators.

Nas.sr

[@ra](https://twitter.com/@ra)

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Leura Smith



Leura Smith is an Australian game developer, who's keen on making stuff for women and people who don't usually play games. At the moment she's working on a game called Pigeon Game (a game about holding pigeons). She's also a firm believer that DS games are the best kinds of games.

[Smitleu.itch.io](https://smitleu.itch.io)

[@smitleu](https://twitter.com/smitleu)

Zachariah Chandler



Zachariah Chandler is a Melbourne based game developer currently working on his IGF-nominated title Nth Dimension[a] Hiking. In his words:

"I live in Melbourne and make games I am currently working on too many things at once including my main project Nth Dimension[a] Hiking which has been nominated for an IGF award which is nuts please follow me on Twitter at dogs_R_cool ok bye"

[Zachariah-chandler.itch.io](https://zachariah-chandler.itch.io)

[@dogs_R_cool](https://twitter.com/dogs_R_cool)

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