

## Samuel Pizelo

### Education

Ph.D. English Literature, UC Davis, anticipated June 2024

*Designated Emphasis: Science and Technology Studies*

*Dissertation: "Modeling Revolution: A Global History of Games as Model Systems," Colin Milburn, chair*

M.A. English Literature, UC Davis, February 2019

Thesis: "Play is Violence: Erasure, Deconstruction, and Displacement of Western Play," Colin Milburn, chair

B.A. University of Washington, June 2014

English Honors Program

### Invited Talks

"Revolutionary Chess and the Computer Revolution, 1906-1975," U Chicago Department of Cinema and Media Studies, April 18, 2024.

### Peer Reviewed Publications

Pizelo, Samuel and Arthur Koehl, et al., "Project Quintessence: Examining Textual Dimensionality with a Dynamic Corpus Explorer"  
*Digital Humanities Quarterly*, Vol. 17, No. 3, 2023.

Pizelo, Samuel. "Philosophy is an Egyptian Game: How Ancient Game Logics Structure Our Present," *ROMchip* 5:2, 2023.

Pizelo, Samuel. "Games and the Rise of Systems Thinking: From Models to Machines," *Representations* 165:1, Winter (February) 2024. 92-119.

Pizelo, Samuel. "Games Built the Computer: Why Game Studies Should Include the Science of Games," (Forthcoming in *Game Studies*).

Pizelo, Samuel. "Cellular Vitality: An Anthropocene Archaeology of Cellular Simulation," Special Issue: "Playable Culture: How Videogames Mirror, Critique, Build, and Unmake the World," (In Preparation).

Pizelo, Samuel and John Rundin. "Gottfried Wilhelm Leibniz and the Origins of a General Science of Games: An Introduction to and Translation of the 'Note About Certain Games,'" (Under Review).

### Public Works

Pizelo, Samuel and Arthur Koehl. "Project Quintessence," *UC Davis DataLab*, 2021. Digital Project.

<http://quintessence.ds.library.ucdavis.edu/index.html>.

Buse, Katherine and Samuel Pizelo, "Gaming Life: Agency and Temporality in Early Cyberculture," Proceedings of the *Cyberpunk Culture Conference*, 2020. <http://cyberpunkculture.com/cpcc20/program-friday/%C2%A731-katherine-buse-and-samuel-pizelo/>.

Pizelo, Samuel. “‘Born Dying:’ Cultural Futures, Social Space, and the Reproductive Economy in Southern African AIDS Narratives, *University of Washington Libraries*, 2014.

<https://digital.lib.washington.edu/researchworks/handle/1773/25952>.

### Conference Presentations

*Digital Games Research Association (DiGRA), Guadalajara, 2024*

“*Games Built the Computer: Inverting our Histories of Games*”

*Board Game Studies Colloquium (BGS), Tampere, 2024*

“*Games Before Modernity: Historicizing Game Form with the Model Paradigm*”

*Society for Literature, Science, and the Arts (SLSA), Phoenix, 2023*

“*Esport Dialectics: Playable Model Histories*”

<https://alien2023slsa.com/SCHEDULE>

*Special Interest Group in Computing, Information, and Society (SIGCIS), 2023*

“*The Calculation Game: Leibniz, Babbage, and a Global Genealogy of the Computer*”

<https://docs.google.com/document/d/1vBU9cDw8p5LZHax-YI-ZMAZRGTMLpnYGGP9pDI-jUbK/edit>

“*Playful Knowledge*” Workshop, Ljubljana, 2023

“*War of Worldcraft: Game Structures and Epistemology in Einstein, Babbage, and Leibniz*”

*Society for Social Studies of Science (4S), Cholula, 2022*

With Katherine Buse: “*How Space Thinks: Modeling and the Play of Positions*”

[https://admin.allacademic.com/one/ssss/ssss22/index.php?cmd=Online+Program+View+Session&selected\\_session\\_id=1998425&PHPSESSID=33cf78r7fa7um8koinbes2n4a](https://admin.allacademic.com/one/ssss/ssss22/index.php?cmd=Online+Program+View+Session&selected_session_id=1998425&PHPSESSID=33cf78r7fa7um8koinbes2n4a)

*Society for Literature, Science, and the Arts (SLSA), Purdue, 2022*

“*Machine Learning and the Rise of Computational Model Systems*”

<https://easychair.org/smart-program/SLSA2022/2022-10-08.html>

*Digital Games Research Association (DiGRA), Kraków, 2022*

“*All Possible Worlds: Leibniz and the Origins of Game Studies*”

<https://easychair.org/smart-program/DiGRA2022/2022-07-11.html#talk:195243>

*Society for Literature, Science, and the Arts (SLSA), Virtual Conference, 2021*

“*Game Form and the Prehistory of Cybercultures*”

<https://easychair.org/smart-program/SLSA2021/2021-09-30.html#talk:180063>

*Shakespeare Association of America (SAA), Virtual Conference, 2021*

“*Project Quintessence: A Dynamic Explorer for the EEBO-TCP*”

<https://shakespeareassociation.org/saa-archives/digital-exhibits/>

- Cyberpunk Cultural Conference, Virtual Conference, 2020  
 “Gaming Life: Agency and Temporality in Early Cyberculture”  
<http://cyberpunkculture.com/cpcc20/program-friday/%C2%A731-katherine-buse-and-samuel-pizelo/>
- Shakespeare Association of America (SAA), Digital Exhibits, 2020  
 (Accepted, canceled due to COVID-19)
- Technocultures Workbench, Berkeley, 2019  
 “‘Humanity’s Improvement:’ AlphaZero and the Quantification of Strategy”
- Digital Games Research Association (DiGRA), Kyoto, 2019  
 “Meta/Style: Strategic Histories in Korean eSports”  
<https://easychair.org/smart-program/DiGRA2019/2019-08-07.html#talk:108952>
- International Society for the Study of Information (IS4SI), Berkeley, 2019  
 “The Knife and the Beautiful: Aesthetics and Intelligence in the Game of Go”  
<https://drive.google.com/file/d/1FcMuTnUsYnujfdkJJrKX9YRYVPuac0-J/view>
- Futurity Factory Symposium, UC Davis, 2019  
 “‘I’m From the Future:’ Futurity and Empire in the Korean *Hallyu*”
- Modern Language Association (MLA), Chicago, 2019  
 “Games of Flesh and Forgetfulness in the *Ender’s Game* Discourse”  
<https://www.mla.org/Convention/Convention-History/Past-Conventions/2019-Convention>
- Society for Literature, Science, and the Arts (SLSA), Irvine, 2018  
 “The Dangerous Game: Patterns of Play and Resistance in Korean eSports”  
<https://litsciarts.org/slsa18/SLSA-schedule-final.pdf>
- University of California, Irvine Esports Conference, 2018  
 “‘The Meta Has Had to Change:’ Histories of Strategic Thought in Competitive *League of Legends*”  
<https://uciesportsconference2018.sched.com/event/HSnL/strategy>
- Worldcon 76 Academic Track Panel, 2018  
 “Science Fiction and Cultures of Science”
- Théâtre, Performance, Philosophie, Colloque, Paris-Sorbonne, 2014  
 “Flirting with Nash: Performing Capital and the Politics of Forgetting in Techno-economic Games”  
<https://tpp2014.com/pizelo-samuel-university-of-washington-usa/>
- Comparative Literature Undergraduate Research Symposium, Berkeley, 2014  
 “‘Born dying:’ Cultural Futures, Social Space, and the Reproductive Economy in Southern African AIDS Narratives”

Undergraduate Research Symposium, University of Washington 2014  
“Cultural Futures and Reproductive Sexuality in South Africa”

National Collegiate Research Conference, Harvard, 2014  
“HIV Subtype Variance as a Marker for Social Risk,” Poster Presentation

Summer Institute in the Arts and Humanities Symposium, UW 2013  
“Disassembling the Social: Following HIV through the Social Body”

Undergraduate Research Symposium, University of Washington, 2013  
“Reading Resistance: The Actor Network at Abu Ghraib”

### **Honors and Awards**

Society for Science, Literature and the Arts, NSF Travel Grant, 2023

UC Davis, Winner, Outstanding Graduate Teaching Award, 2023

UC Davis English Department, Englund Dissertation Year Fellowship, 2023-24

Society for Science, Literature and the Arts, Runner Up, Bruns Prize for Graduate Writing, 2022

UC Davis Graduate Studies, Graduate Student Travel Award, 2022

UC Davis English Department, Summer Dissertation Fellowship, 2022

UC Davis English Department, Summer Dissertation Fellowship, 2021

UC Davis English Department, Miller Travel Award, 2019

UC Davis English Department, Winner, David Noel Miller Graduate Essay Contest, 2019

UC Davis First Year Seminars, Research Stipend, 2019

UC Davis Data Science Initiative, Summer Research Fellowship, 2018

UC Davis English Department, Language Study Grant, 2018

University of Washington Undergraduate Research Program, Conference Travel Award, 2014

University of Washington, Winner, Library Research Award Grand Prize, 2014

Henry Suzzallo Society Reception, Student Research Presenter, 2014

Harvard University NCRC, Winner, Novartis Award for Innovation, 2014

University of Washington, Mary Gates Research Scholar, 2014

University of Washington, Elizabeth Kerr MacFarlane Scholarship in the Humanities, 2013

University of Washington, Mary Gates Research Scholar, 2013

University of Washington English, Eilert Anderson Scholarship, 2013

University of Washington English, Edith K. Draham Scholarship for Fiction,  
2013

University of Washington, Runner Up, Charlotte Paul Reese Fiction Award,  
2013

University of Washington, First Place, AED Pre-Med Honors Society Bioethics  
Case Competition, 2013

Ranked 43<sup>rd</sup> Debate Team Nationally, National Parliamentary Tournament of  
Excellence, 2012

### **Conferences and Panels Organized**

SLSA Panel: Games, Models, Systems: On Organizational Ecologies and Ludic  
Forms, 2023 (with Ranjodh Singh Dhaliwal)

4S Open Panel: Computational Modeling as Play, 2022 (with Katherine Buse)

Technocultures Workbench Symposium, Berkeley, 2019 (with Katherine Buse)

### **Research Positions Held**

Graduate Student Researcher, UC Davis Science and Technology Studies, 2022

Graduate Student Researcher, UC Davis DataLab, 2018-2020

### **Invited Lectures**

“Machine Learning and History,” ECS 188, Computer Science Ethics, Spring  
2022

“Climate Change and Superintelligence,” ECS 188, Computer Science Ethics,  
Spring 2022

“Dissertation Research Methods for the Digital Humanities,” Graduate Seminar,  
Northwest University (Kirkland, WA) 2021

### **Teaching**

*Courses Taught (UC Davis)*

COM 1: “Ancient Games and How They Play Us,” Introduction to Literature of  
the Ancient World, Spring 2024

COM 2: “Computing Cosmos: Systems in Translation,” Introduction to Medieval  
& Early Modern Literature, Winter 2024

CDM 189: “Play Worlds: Games as Model Systems,” Topics in Digital Games,  
Fall 2023

ENL 3: Introduction to Literature, Summer 2023; Spring 2023

CDM 175: “Designing Systems: Intro to Digital Game Design,” Winter 2023

ENL 44: “Brainwashed: Propaganda, Public Relations, and  
Paranoia in Twentieth Century Fiction,” Topics in Fiction, Summer  
Session II 2022

ENL 3: Introduction to Literature, Fall 2021

UWP 1: Academic Literacies, Fall 2020; Winter 2021; Spring 2021

FRS 002: Course-Based Undergraduate Research Experience (CURE), “Games of Resistance: Why Play Matters in Postcolonial South Korea,” Fall 2018

*Teaching Assistantships (UC Davis)*

STS: Epidemics and Society (TA), Fall 2022

ECS 188: Ethics in an Age of Technology (TA), Spring 2022

STS 11: Science and Law in America (TA), Fall 2020

ENL 120: Law & Literature (TA), Spring 2018

ENL 149: Career Decision-Making and English (TA), Winter 2018

ENL/STS 164: Writing Science (TA), Fall 2017

*Independent Teaching*

UC Davis Extension, ESL College Prep Program Instructor, Summer 2018-Summer 2021

GoWell Summer Youth Programs @ China, STEM and American Culture Course Development, Summer 2021

Retention Specialist and Classroom Assistant, Seattle Central College, 2016

*At University of Washington*

ENGL 207A: Introduction to Cultural Studies, UW Peer Mentor/Undergraduate TA

**Professional Service**

*Service While at UC Davis*

Organizer, Degrowth Game Design Research Group, 2022-Present

Member, Critical Hit Game Studies Research Cluster, 2023-Present

Member, Coast as Crisis: Multi-Campus Ecology Working Group, 2022-23

Member, Afro-Futurism Research Cluster, 2022-23

Co-Convener, Technocultural Futures Research Cluster (with Katherine Buse), 2019-2020

Vice Chair, UC Davis Chancellor’s Graduate Student and Professional Advisory Board, 2019-2020

Organizer, Digital Humanities Research Cluster, 2018-2020

English Department Representative, UC Davis Graduate Student Association, 2018-2020

Secretary and Subcommittee Chair, UC Davis Chancellor's Graduate Student and Professional Advisory Board, 2018-2019

Participant, Critical Code Studies Working Group (CCSWG18), 2018

Graduate-Undergraduate Research Mentor, UC Davis Undergraduate Research Program, Mentor-Mentee Program, 2017-2019

Research Project Leader, UC Davis Data Science Initiative, 2017-2018

*Service While at University of Washington*

President, Sigma Tau Delta Honors Society, Alpha Nu Beta Chapter, 2013-2014

Undergraduate Research leader, UW Undergraduate Research Program, 2013-2014

### **Professional Memberships**

Society for Social Studies of Science (4S)

Society for Literature, Science, and the Arts (SLSA)

Society for Cinema and Media Studies (SCMS)

Digital Games Research Association (DiGRA)

### **Skills**

*Programming*

Proficient in R (programming language)

Conversant in JavaScript (programming language)

Conversant in C# (programming language)

Conversant in Python (programming language)

Conversant in HTML/CSS (markup language)

*Game Design*

Proficient in Unity3D (development platform)

Conversant in Blender (modeling platform)

Conversant in Audacity (audio editor platform)

Experience with VR/AR game development in Unity3D

Experience with mobile game development in Unity3D

Game design portfolio: <https://sampizelo.itch.io/>.

### **Languages**

Passed Translation Exam:

French

Korean

Reading Knowledge:

German

Latin

Classical Chinese

**Recommendations**

Colin Milburn, Gary Snyder Chair in Science and the Humanities, UC Davis

Mark Jerng, Professor, UC Davis

Patrick LeMieux, Associate Professor, UC Davis

Stephanie Boluk, Associate Professor, UC Davis

Timothy Lenoir, Distinguished Professor, UC Davis