

## Education

<b>Ph.D. Anthropology</b>	University of California, Irvine	June 2016
<b>B.A. Anthropology</b>	University of California, Berkeley	Dec 2003

## Professional Experience

- **AnyKey Organization** (ESL Gaming), Director of Initiatives (Burbank, CA) Sept 2015 – present
- **Red 5 Studios**, Esports Director (Laguna Hills, CA) Sept 2011 – Sept 2013
- **Ubisoft Entertainment**, Frag Doll Team Manager (San Francisco, CA) June 2004 – Sept 2011
- **Ubisoft Entertainment**, Online Marketing & Community Manager (San Francisco, CA) May 2004 – Aug 2007

## Research Experience

- **Department of Anthropology, University of California, Irvine**, Doctoral Research (Irvine, CA). Chair: Tom Boellstorff Sept 2011 – March 2016
- **Institute for Money, Technology & Financial Inclusion**, Graduate Research Assistant (Irvine, CA). Research advisor: Bill Maurer Sept 2008 – Aug 2010

## Teaching Experience

- **University of California, Irvine**, Teaching Assistant, Medicine, Food and Health: Anthropology 134C April 2015 – June 2015
- **University of California, Irvine**, Teaching Assistant, Language and Culture: Anthropology 2D Jan 2015 – March 2015
- **University of California, Irvine**, Teaching Assistant, Media Writing: Social Science 184GW Sept 2014 – Dec 2014
- **University of California, Irvine**, Teaching Assistant, Digital Cultures: Anthropology 128c April 2014 – June 2014
- **University of California, Irvine**, Teaching Assistant, Introduction to Psychology Sept 2007 – June 2008 April 2
- **University of California, Berkeley**, Student Instructor, Anthropology of Online Game Communities Aug 2002 – May 2003

## Publications

- *Fractured Imaginaries: An Ethnography of Game Design* (forthcoming doctoral dissertation), University of California, Irvine. 2016
- “Why Women Should Play Video Games,” *FastCompany.com*, February 5, 2009. 2009
- w/ Jen Sun “Interview with Morgan Romine,” *Beyond Barbie and Mortal Kombat*, Ed. Jasmin Kafai, Carrie Heeter, Jill Denner, and Jen Sun. MIT Press, 2008. 2008
- “Fantasy to Frag Doll: the Story of a Gamer Princess,” *She’s Such A Geek*, Ed. Annalee Newitz and Charlie Anders. Emeryville: Seal Press, 2006. 2006

## Conference Panels and Presentations

- “The Importance of Cultural Touchstones in Game Design,” March 5, 2015. Game Developers Conference. San Francisco, CA.
- “The Most Dangerous Women at Comic Con: Duel Identities,” July 18, 2013. San Diego Comic Convention. San Diego, CA.
- “N00dz or GTFO! Harassment in Online Gaming,” April 7, 2012. PAX East. Boston, MA.
- “Fat, Ugly, or Slutty: Exposing Harassment in Online Games,” Aug 27, 2011. PAX. Seattle, WA.
- “Relationships in Online Communities,” March 12, 2011. PAX East. Boston, MA.
- “The Mainstreaming of Geek Culture,” March 15, 2011. South by Southwest. Austin, TX.
- “Geek Girls Exist,” July 22, 2010. San Diego Comic Convention. San Diego, CA.
- “Community Managers: More Than Just Forum Monkeys,” March 29, 2010. PAX East. Boston, MA.
- “Are Women the New Hard Core Gamers?” March 12, 2010. Game Developers Conference. San Francisco, CA.
- “Twitter and Beyond – New Game Communities Online,” September 5, 2009. PAX. Seattle, WA.
- “SXSW 2009 Casual Game Design Competition,” (Panel Judge) March 15, 2009. South By Southwest Screenburn. Austin, TX.
- “Girl Video Gamers Teach You the Facts About Successful Marketing,” March 13, 2007. South By Southwest Interactive. Austin, TX.
- “Interview with a Professional Gamer - Rhoulette” (Interview with Scott Goldberg of Digital Media Wire) November 8, 2006. LA Games Conference. Los Angeles, CA.
- “Girls? Games? Hah! The Growing Role of Women in the Game Industry,” August 25, 2006. PAX. Seattle, WA.
- “The Ultimate Challenge: Balancing Work and Personal Life,” April 22, 2006. Women In Games International. Seattle, WA.

- “Girl Gamers,” May 9, 2006. Beyond Barbie and Mortal Kombat: New Perspectives on Gender, Games and Computing. Los Angeles, CA.
- “Women Who Play” February 18, 2006. Women In Games International. San Francisco, CA.
- “Girls Beating the Boys,” October 28, 2005. Women’s Games Conference. Austin, TX.

### Conference and Workshop Organization

- **Co-Organizer**, “Women in Esports” panel and workshop, at TwitchCon 2015, San Francisco, CA. September 2015
- **Coordinating Assistant**, Institute of Money, Technology and Financial Inclusion Second Annual Conference, at UC Irvine September 2010
- **Coordinating Assistant**, Institute of Money, Technology and Financial Inclusion First Annual Conference, at UC Irvine November 2009
- **Coordinating Assistant**, Bottom of the Pyramid Workshop, at UC Irvine June 2009
- **Coordinating Assistant**, Productive Play Workshop, at UC Irvine May 2008

### Honors

- ‘The Most Influential Women in Technology: The Gamers’ by *FastCompany.com*, 2009.
- ‘Game Industry’s 100 Most Influential Women’ by *Next-Gen.Biz*, 2006.

### Press Coverage

#### Print Publications

- “Video Gaming on the Pro Tour, for Glory but Little Gold,” Author: Richard Nieva. *The New York Times*, November 28, 2012.
- “Girls Gone Geeky?” Author: Ethan Todras-Whitehill. *Marie Claire*, July 2009.
- “Wanted: Female gamer, must take no prisoners,” Author: Alex Pham. *The Los Angeles Times*, July 18, 2008.
- “Morgan Romine: Shooting her way into the public eye,” Author: Joey Seiler. *The Austin Chronicle*, March 2, 2007.
- “Ladies Fight,” *New York Post*, February 11, 2007.

- “Video games unveil feminine side,” Author: Beth Snyder Bulik. *Advertising Age*, October 30, 2006: 10-12.

### Online Publications

- “Firefall team hires Morgan Romine for eSports focus,” Author: Xav de Matos. *Shacknews.com*, September 20, 2011. (<http://www.shacknews.com/tag/morgan-romine/news>)
- “Videogame Firms Make a Play for Women,” Author: Yukari Iwatani Kane. *The Wall Street Journal Business*, October 13, 2009. ([http://online.wsj.com/article/SB10001424052748704882404574463652777885432.html?mod=WSJ\\_hpp\\_sections\\_tech](http://online.wsj.com/article/SB10001424052748704882404574463652777885432.html?mod=WSJ_hpp_sections_tech))
- “Ubisoft’s Frag Dolls Celebrate 5th Anniversary and Reach Over One Million Followers on Twitter,” *GoNintendo.com*, September 3, 2009.
- (Review of *She’s Such a Geek*) “In Search of the She-Geek,” Author: John Baichtal. *Wired.com*, February 12, 2008. (<http://www.wired.com/geekdad/2008/02/in-search-of-th/>)
- “Frag Dolls Kick Boys’ Butts at CES,” Interviewer: Robert Scoble. *PodTech.net*, January 16, 2008. (<http://www.podtech.net/home/search/Morgan+Romine>)
- “Plugged In: Girl gamers want respect in a virtual man’s world,” Author: Nichola Groom. *Reuters*, September 22, 2006.
- “A Feminine Touch: Influential Women in the Games Industry,” Author: Victo B. *Qj.net*, September 12, 2006.
- “Women Gain Prominence in Gaming World,” *Associated Press*, May 23, 2006.
- “Women Gamers Duke It Out,” Author: Chris Kohler. *Wired News*, March 6, 2006. (<http://www.wired.com/science/discoveries/news/2006/03/70313>)

### Television Appearances

- The Today Show, “Video Game Industry Targets Girls,” *Today, MSNBC*, June 18, 2009.
- Confessions of a Booth Babe, “Ass Kicking Frag Dolls from Confessions of a Booth Babe,” *G4 TV*, July 29, 2009.
- Attack of the Show, “Ubisoft’s Morgan Romine,” *G4 TV*, February 8, 2006.

### Languages

- English, first language; Spanish, proficient.