

# Erika S. Mesh

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*\* Activities from 2025 are bolded.*

## EDUCATION

Rochester Institute of Technology (RIT)

|      |                                           |
|------|-------------------------------------------|
| 2012 | M.S., Software Engineering                |
| 2006 | Graduate Certificate, Systems Engineering |
| 2002 | B.S., Software Engineering                |

## HONORS, AWARDS, & FELLOWSHIPS

|      |                                                          |
|------|----------------------------------------------------------|
| 2023 | RIT Edwina Award Finalist                                |
| 2022 | RIT GCCIS Outstanding Educator Award                     |
| 2022 | RIT Lecturers' Professional Development Grant            |
| 2013 | National Science Foundation Graduate Research Fellowship |
| 1997 | National Merit Scholar, RIT Kate Gleason Scholar         |

## TEACHING

|              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>2023-</b> | <b>Senior Lecturer, <i>School of Interactive Games and Media, RIT</i></b> <ul style="list-style-type: none"><li>- <b>Vertically Integrated Projects (VIP) for Computing I, II, &amp; Graduate (GCIS-210/410/610)</b></li><li>- <b>Game Development and Algorithmic Problem Solving (IGME-105)</b></li><li>- <b>Problem Solving with Data Structures and Algorithms for Games (IGME-106)</b></li><li>- <b>Interactive Media Development (IGME-202)</b></li><li>- <b>Real-Time Simulations and Games 1 (IGME-209)</b></li><li>- <b>Graduate IGM Independent Study (IGME-799)</b></li><li>- Game Development Processes (IGME-601)</li><li>- IGM Production Studio (IGME-680)</li></ul> |
| 2019-23      | Lecturer, <i>School of Interactive Games and Media, RIT</i> <ul style="list-style-type: none"><li>- Game Development and Algorithmic Problem Solving I &amp; II (IGME-105 &amp; IGME-106)</li><li>- Game Development Processes (IGME-601)</li><li>- IGM Production Studio (IGME-680)</li><li>- Undergraduate IGM Independent Study (IGME-599)</li><li>- Capstone Design &amp; Development (IGME-788 &amp; IGME-789)</li></ul>                                                                                                                                                                                                                                                       |
| 2018-19      | Visiting Lecturer, <i>School of Interactive Games and Media, RIT</i> <ul style="list-style-type: none"><li>- Game Development and Algorithmic Problem Solving I &amp; II (IGME-105 &amp; IGME-106)</li><li>- Game Development Processes (IGME-601)</li><li>- Programming for Designers (IGME-609)</li></ul>                                                                                                                                                                                                                                                                                                                                                                         |
| 2017-18      | Adjunct Instructor, <i>Software Engineering, RIT</i> <ul style="list-style-type: none"><li>- Introduction to Software Engineering (SWEN-261)</li></ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| 2016         | Adjunct Instructor, <i>Computer Science, RIT</i> <ul style="list-style-type: none"><li>- Computational Problem Solving (CSCI-603, Intersession)</li></ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 2012         | Teaching Assistant, <i>Software Engineering, RIT</i> <ul style="list-style-type: none"><li>- Engineering of Software Subsystems (now SWEN-262)</li></ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |

## ADVISING

- 2024-** [echoes: Exploring games as reflections of our community](#)
- Student-led [custom website](#)
  - Transparent [production approach](#), [team organization](#), and [GitHub processes](#) for use by other projects
  - [LinkedIn page](#) for sharing student work
  - 4 games published online under the [Paths of Change](#) theme
- 2021-** **Project Advisor**
- **Seafarer's Legacy**
    - IGM Roll Your Own Co-Op Supervisor, Summer 2025
  - [TETHERPUNK](#) by The Species
    - **MAGIC Community Incubator, 2025-26**
    - EDGE 2024 Technical Excellence Winner
    - RPI Gamefest 2023 Experimental Games Finalist
  - ["Value-focused Retrospectives to Guide echoes' Production Process Improvement"](#), Will Tallarico, VIP Consortium Annual Meeting, May 2025
  - [Bait & Tackle](#) by Bad Bass Games
    - **Published by MAGIC Spell Studios, October 2025**
    - MAGIC Maker, Summer 2024
    - IGME-680, Spring 2024
  - [Bat Bots](#) by Yesteryear Games
    - IGM Roll Your Own Co-Op Supervisor, Summer 2024
    - Published by MAGIC Spell Studios, November 2024
  - *A Taste of Culture* by Too Many Cooks, Summer 2022
  - [Boiling Over](#) by Plush Bunch, Summer 2021
    - RPI Gamefest 2022 game impact award winner
    - RIT Student Game Showcase 2022 game impact award winner
- 2023-** **MS GDD Capstone Individual Research Advisor**
- Sofia Rivas, "Retrospectives in Game Development Student Projects," 2025-26
  - Max White, "Facilitating Mutual Investment in Student Game Design and Development Teams," 2025-26
  - Pranav Rajnish, "Software Architecture to Facilitate Rapid Tooling," 2024-25
    - **Best 3-Minute Oral Presentation Runner-up, RIT Graduate Showcase**
  - Kyle James, "Characterizing the Impact of Perfectionism on MS GDD Students," 2023-24
  - Mike Santos, "Hybrid Replay System," 2023-24
- 2018-** **MS GDD Capstone Team Committee Member**
- [Spell Code](#) by Bit Forward, 2025-26
  - [Love is Brewing](#) by G.O.O.L., 2024-25
  - [Libertalia: A Pirate's Paradise](#) by Five Sheets to the Wind, 2023-24
    - EDGE 2024 Game Feel Winner
  - [Thunderclap](#) by Nimbus Cove, 2023-24
  - DreaMeScape by Walk the Plank Studios, 2018-19

- 2018- Miscellaneous Advising & Recommendations**
- RPI GameFest application process & support for RIT teams
  - Year 365 faculty interviews + RIT Honors recommendations
  - Outstanding Undergraduate Scholar
  - Graduate school application advising and recommendation letters
  - Outstanding Graduate Woman Award
- 2019-23 MS GDD Capstone Process Advisor
- Process & general advisor for all MS GDD capstone teams each year.
- 2020 M.S. Software Engineering Thesis Advisor
- Sayantika Bhattacharya, *"Understanding gaps between established Software Engineering Process knowledge and its actual implementation," Dec. 2020*
- 2019 M.S. Software Engineering Capstone Advisor
- Raseshwari Pulle, *"Process Discovery & Conformance Analysis," Dec. 2019*

## SERVICE

### Department Committees & Task Forces

- 2023-25 IGM Curriculum Committee, member**
- 2020-23 IGM Graduate GDD Program Committee, member
- 2021-22 IGM Diversity & Inclusion Task Force
- Suspended once one was created at the GCCIS level
- 2019 IGM Undergraduate GDD Program Committee, observer
- 2018-23 IGM Student Success Task Force, member

### College & University Task Forces

- 2024- Honors Curriculum Committee, RIT Honors Program**
- 2018-19 Graduate Parental Accommodation Committee, RIT Office of Graduate Studies
- 2019 Foundational Computing – Software Engineering Committee, GCCIS

### Community Outreach

- 2019- Organizer & Instructor**
- East House James Papero Enrichment Program @ RIT, June 2019, 2023-***
- <https://esmesh.github.io/east-house-intro-programming/>
- 2022-23 Graduate Student Playtesting Exhibit @ Imagine RIT
- 2021-22 MS GDD Capstone Playtesting Exhibit @ RIT Brick City
- 2019 Workshop Applicant Selection
- Designing Queer Games: A Conversation with Avery Alder*
- 2019 BS GDD Accepted Student Open House Speaker
- 2019 Graduate Student Project Open House & Playtesting

### Advisory Boards

- 2012-13 RIT Graduate Student Advisory Committee – Chair, 2013
- 2008-11 RIT Software Engineering Industrial Advisory Board
- Senior Project Sponsor, 2009

## PROFESSIONAL DEVELOPMENT

- 2022- Certified ScrumMaster, *ScrumAlliance*  
- Received in 2022, Renewed in 2024 based on required education & advising hours
- 2021 Inclusive Pedagogy Learning Community  
- 7-week program run by Dr. Taj Smith, Director of Diversity Education, RIT
- 2021 Inclusive Computing Best Practices  
- Worked with Sharon Mason to prepare for and then participated in a site visit in support of GCCIS's application for a [Best Practice Grant from Northeastern University's Center for Inclusive Computing](#).
- 2019 [Carpentries Instructor Certification](#)

## PAPERS

- 2024 Kyle C. James, Erika S. Mesh, David Simkins, "[WIP: Characterizing the Impact of Perfectionism on MS GDD Students](#)." In *IEEE Frontiers in Education Conference (FIE)*, 2024.
- 2016 Erika S. Mesh, David M. Tolar, and J. Scott Hawker. "[Exploring process improvement decisions to support a rapidly evolving developer base](#)." In *Proceedings of the 38th International Conference on Software Engineering – Visions of 2025 and Beyond (V2025)*, 2016.
- 2015 Erika S. Mesh. "[Supporting scientific SE process improvement](#)." In *Doctoral Symposium of the 37th International Conference on Software Engineering*, 2015.
- 2014 Erika S. Mesh, Gabbie Burns, and J. Scott Hawker. "[Leveraging expertise to support scientific software process improvement decisions](#)." *Computing in Science & Engineering*, 16(3):28–34, 2014.
- 2013 Erika S. Mesh and J. Scott Hawker. "[Scientific software process improvement decisions: A proposed research strategy](#)." In *5th International Workshop on Software Engineering for Computational Science and Engineering*, 2013.

## PRESENTATIONS, PANELS, & POSTERS

### Speaker

- 2025 "[Games as Growth: The Development of Dream Swimmer](#)," *Serious Play Conference, August 2025*
- 2025 "[Vertically Integrated Projects \(VIP\) @ RIT](#)," *RIT Summer Institute for Teaching and Learning, May 2025*.
- 2025 "[VIP@RIT: Updates and Games Related Projects](#)," *VIP Consortium Annual Meeting, May 2025*.
- 2022 "Strategies for Creating Productive, Healthy Student Teams," *Game Developers Conference 2022: Educators Summit*
- 2018 "What guides us [as women in computing]?" *Invited speaker. RIT Women in Computing: WiConnects, March 2018*

### Panels

- 2013 "The Many Paths of Computing Careers," *New York Celebration of Women in Computing (NYCWIC)*, April 2013
- 2013 "Graduate Education", *New York Celebration of Women in Computing*, April 2013

## Posters

- 2015 "Supporting Scientific SE Process Improvement", *Doctoral Symposium of the 37th International Conference on Software Engineering (ICSE)*, May 2015
- 2014 "Why do scientists developing software adopt SE best practices?", *CRA-W Graduate Cohort Workshop (CRA-W Grad Cohort)*, April 2014
- 2013 "Decision Support for Scientific Software Process Improvement", *New York Celebration of Women in Computing*, April 2013

## RELATED INDUSTRY EXPERIENCE

- 2012 SE Process Consultant  
*Private client with sites in multiple U.S. cities, France, Poland, and India*
  - Assisted with SE process assessment of multiple business units worldwide via interviews and review of process documentation and work products.
  - *Related skills: CMMi, Agile methodologies, Domain and requirements analysis*
- 2011-13 Graduate Assistant  
*Laboratory for Environmental Computing and Decision Making  
Rochester Institute of Technology, Rochester, NY*
  - Developed a web-based freight transportation cost and environmental impact analysis tool (WebGIFT).
  - Mentored and supervised undergraduate research assistants.
  - Coordinated with external stakeholders and contractors.
  - *Related skills: C#, .NET, VisualStudio, Git, ArcGIS, Windows*
- 2007-11 Sr. Software Engineer  
*PAETEC, Rochester, NY*
  - Senior engineer on a team providing production support and new development for multiple in-house sales support applications.
  - Worked routinely with other teams within IT and numerous business stakeholders, including sales, account development, and product marketing.
  - *Related skills: Java, JavaScript, JSON, SOA, XML, Oracle, PL/SQL, SVN, Mercurial, JIRA, Linux*
- 2002-07 Sr. Software Engineer  
*Harris Corporation, Rochester, NY*
  - Requirements analysis, project planning, system design, development, integration, and testing for multiple embedded software-defined radio waveform communication applications.
  - Technical contact for subcontractors, traveled to provide technical training and support, and helped to integrate with external customer frameworks.
  - Training coordinator for the successful CMM Level 3 assessment of a team of 50+ engineers.
  - *Related skills: Embedded systems, C++, SVN, PVCS, Corba, CMM, \*NIX*
- 1998- 2001 Software Engineering Co-ops  
*Miscellaneous 6+ month positions*
  - Speech & Language Processing, BBN Technologies, Cambridge, MA
  - VivaScope controls and calibration software, Lucid, Inc., Rochester, NY
  - Data Cycle System (DCS) for the Stratospheric Observatory for Infrared Astronomy (SOFIA), Chester F. Carlson Center for Imaging Science, RIT, Rochester, NY
  - Controls programmer, Gleason Works, Rochester, NY