



Joe Shoopack

Joe Shoopack teaches CSIS 160 Introduction to Game Development. He is a Game Developer with over 30 years of experience in the creation of Interactive Digital Entertainment. His career includes work at Blue Sky Software / SEGA, 989 Studios, and Sony Online Entertainment: serving as Director of Art Development for 16 years. Over his game development career he has contributed to over 65 game titles. He has developed and taught Game Development courses at multiple institutions since 2015 and holds a BFA in Design from Brigham Young University. Favorite video games: BioShock, EverQuest 2, The Last of Us, and Ms. Pac-Man