

Remi Eidson-Rodgers

Interactive experience designer and award-winning educator · Winston-Salem, NC

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SUMMARY

I've spent more than 20 years teaching, training and leading teams. I build programs, curriculum and tools that help people do more than they think they can. My work includes a state award for Program of the Year and North Carolina's first Game Design Pathway Lead role. I bring 28 years of project management and 16 years of profit-and-loss responsibility. A background in marketing, design and business management helps me build programs that last.

CURRENT ROLES

Studio Lead, Thursday Interactive 2026 to present
Created RogueLore, free curriculum tools for teachers built on engagement psychology. Launching on iOS and Android in October 2026.

NC Department of Public Instruction 2022 to present

- NC Game Design Pathway Lead, 2026 to present: the first person in the role, supporting 59 game design teachers statewide.
- 3D modeling curriculum, 2022 to present: one of three authors of the 3D Modeling 1 and 2 standards, and the level one project-based measurement.

Game Design Program Lead, Atkins High School, Winston-Salem/Forsyth County Schools 2018 to present
Built a state Program of the Year where student studio teams have shipped 18 games for classroom use.

EARLIER EXPERIENCE

Founder and Board Chair, Camel City Student Innovation and Camel City Game Jam 2023 to 2026
Co-founded the nonprofit and founded its game jam. Grew event participation more than 40% and raised just over \$16,000 a year for the jam.

District Executive, Scouts BSA, Corpus Christi, TX 2017 to 2018
Led district volunteers across three counties.

Marketing/Branding Lecturer, Del Mar College Small Business Development Center 2016 to 2017
Taught workshops on marketing, management and human development. I also did marketing work for the center.

Market Manager, Corpus Christi Downtown Farmers Market 2014 to 2015
Grew market attendance more than 250%.

Managing Director, Parivaar Design & Development 2013 to 2018
Business development, design and consulting. Increased client revenue 20%.

Branch Manager and Training Coordinator, Natura (formerly Plant Interscapes), Austin, TX 2008 to 2014
Ran a statewide training program and cut errors 25%.

Business Manager and Environment Designer, Armada Breakaway (Second Life) 2006 to 2010
Business development and production, with environment design.

Managing Executive, Margarita Gardens, Austin, TX 2006 to 2008
Grew the client base 40%.

VOLUNTEER ROLES

Trainer, Scouts BSA

2008 to 2018

Trained Scout leaders and Scouts. Earned Wood Badge, the highest level of adult training in Scouting. Received a District Award of Merit.

Chair, Downtown Development Committee, Corpus Christi Downtown Management District

2015

SPEAKING

- NC DPI, September 2026: Teaching Game Design (for Absolute Beginners)
- NC CTE Conference, July 2026: Playtest Your Classroom; The Group Project Problem; Best Practices for Maya 3D Modeling Education
- NC CTE Conference, 2025: Course Design Using Game Theory
- NC CTE Conference, July 2024: Integrated Game Design Curriculum
- East Coast Game Conference, April 2023, and NC CTE Conference, July 2023: Teaching Gamers Like Games Do
- Del Mar College SBDC, 2016 to 2017: workshops on marketing, management and human development

EDUCATION

- M.A.T., Technology Education, NC A&T State University
- B.A., Business, IT Management, Western Governors University

CERTIFICATIONS

Unreal Engine Certified · CompTIA A+ · CompTIA Project+ · Microsoft Technology Associate (Database Management) · Small Business Consultant (AASBC)

TOOLS

Unreal Engine · Autodesk Maya · Adobe Photoshop · Adobe Illustrator · SketchUp