



Remi Eidson-Rodgers

Design Educator | Thought Leader | Interactive Media Professional

PROFILE

Remi Eidson-Rodgers is a game design educator, curriculum specialist, and public speaker with a Master of Arts in Teaching and twenty years of applied experience across education, leadership, and design. He currently leads one of North Carolina's most advanced high school game design programs and serves as Curriculum Specialist for the NC Department of Public Instruction. He has worked across boardrooms and classrooms, and believes the work in both is fundamentally the same: find the people who don't yet know what they are capable of, and build the space where they find out.

INSTRUCTIONAL EXPERIENCE

Game Art & Design Instructor

Winston-Salem/Forsyth County Schools | Jun 2018 – Present

- Develops and delivers curriculum in game design, 2D/3D art, interactive media, and game development using Unreal Engine and Maya at Atkins High School, ranked #1 in Winston-Salem, with a technology-focused four-year CTE major structure; serves as Game Design major lead.
- Directs one of the most advanced high school game design programs in North Carolina, building student teams through full production cycles in a project-based learning environment.
- Teaches rigging and animation in Maya and Unreal Engine as integrated components of the 3D and game development curriculum.
- Maintains partnerships with universities, nonprofits, and industry partners to create career pathways and applied learning opportunities for students.

Guest Lecturer & Workshop Facilitator

Small Business Development Center, Del Mar College | 2016 – 2017

- Designed and delivered individual and series workshops in business development and marketing to adult learners in a formal academic setting, developing all curriculum independently and structuring sessions around applied skill-building, transferable directly to higher education course design.

CURRICULUM & PROGRAM DEVELOPMENT

Curriculum Specialist, 3D Modeling & Game Design

NC Department of Public Instruction | Sep 2022 – Present

- Collaborates with educators, industry leaders, and state officials to design and implement statewide curriculum standards for 3D Modeling and Game Design.
- Develops curriculum frameworks, assessments, and project-based learning models for emerging technology programs across North Carolina.
- Supports educators statewide through training, guidance, and resource development.

Branch Manager & Training Coordinator

Natura | Austin, TX | 2008 – 2014

- Oversaw regional branch management with full P&L responsibility for 450+ commercial sites.
- Designed, coordinated, and delivered a statewide employee development and training program across all company divisions, developing instructional materials and facilitating training at multiple regional locations.

CONTACT

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Winston-Salem, NC

TECHNICAL SKILLS

Game Engines

Unreal Engine Certified

5+ yrs

3D / Animation

Autodesk

Maya

Modeling, rigging, animation,

5+ yrs

Design & Media

Photoshop

Illustrator

2D/3D art production

Interactive media

Virtual environment design

Instructional

Curriculum development

Project-based learning

Standards alignment

Program design

EDUCATION

M.A.T., Technology Education

NC A&T State University

2023

B.S., Business

Information Technology

Western Governors Univ

2017

Civil Design & CAD

Austin Community College

2010

CERTIFICATIONS

Unreal Engine Certified

CompTIA A+ & Project+

Microsoft Technology Associate,

Database Mgmt

Small Business Consultant

(AASBC)



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DESIGN & INTERACTIVE MEDIA

Managing Director & Design Lead

Parivaar Design & Development | 2013 – 2018

- Led a design and consulting firm providing digital design, branding, and marketing services, with a secondary service line in training programs and instructional design for corporate and nonprofit clients.

Business Manager & Environment Designer

Armada Breakaway | 2006 – 2010

- Co-designed and built a large-scale mesh-based virtual environment in Second Life, managing asset creation, spatial design, and world-building for a sustained interactive community over four years.
- Operated a virtual real estate model, leasing a sim, developing the environment, then subleasing spaces to independent creators producing in-world assets for other players, a structure that directly anticipates current UEFN and Meta Horizon marketplace models.

LEADERSHIP & DEVELOPMENT

Managing Executive

Margarita Gardens | Austin, TX | 2006 – 2008

- Oversaw regional branch management with full P&L responsibility for 450+ commercial sites.
- Designed, coordinated, and delivered a statewide employee development and training program across all company divisions, developing instructional materials and facilitating training at multiple regional locations.

Board Chair

Camel City Student Innovation | Winston-Salem, NC | Jun 2023 – Present

- Directs strategy, governance, and program development for a nonprofit focused specifically on career and skills development in interactive media for students in the greater Winston-Salem area.
- Led structural reorganization resulting in a 30% increase in program engagement and launch of a new student mentorship program.
- Hosts the Camel City Game Jam annually, the premier offline high school game jam in North Carolina, connecting 60 students from six schools across five districts with industry professionals from across the country.

SERVICE & COMMUNITY ENGAGEMENT

District Executive, Scouts BSA | Corpus Christi, TX | 2017–2018

Recruited, trained, and developed district-level volunteers and leaders, managing 400 youth and 50 adult leaders across a three-county area.

Market Manager, Corpus Christi Downtown Farmers Market | 2014–2015

Developed an operations structure that grew market attendance by more than 250% through community engagement and strategic programming.

PRESENTATIONS & CONFERENCES

East Coast Game Conference | April 2023

NC Career & Technical Education Conference | July 2023

Teaching Gamers Like Games Do: Game Learning for Real World Skills

NC Career & Technical Education Conference | July 2024

Integrated Game Design Curriculum

NC Career & Technical Education Conference | July 2026

The Group Project Problem

Course Design Using Game Theory

Unreal Engine 3D Fundamentals

Best Practices for Maya 3D Modeling Education

Small Business Development Center, Del Mar College | 2016-2017

Workshops on marketing, management, and human development