

Tanya C. DePass

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Writing/Reviews:

- “In Fantasy Worlds, Historical Accuracy is a Lie” <http://t.co/X4qlOhmS4n>
- “The Backlash to Farcry 5 is Pure Hypocrisy and it needs to stop” <http://bit.ly/2vif8ML>
- Review - Women in Game Development - Breaking the Glass Level Cap <http://bit.ly/2aKXdf7>
- “Ghostbusters Still Haunted by Negative Tropes” <http://bit.ly/2abjKgf>
- “Black Skin is Still a Radical Concept in Videogames” <http://bit.ly/2mgF6Qu>
- “Racism in Watch Dogs 2 is subtle & That’s How it Won Me Over ” <http://bit.ly/2hM4ACx>

Speaking:

November 2016 - Ubisoft Montreal, Talk on Diversity in Gaming.

October 2016 - ArenaNet, Talk on Diversity & Guild Wars 2

Full speaker history: <http://bit.ly/2e45Z6m>

Experience

Director - I Need Diverse Games

Chicago, IL August 2016 – Present

Director and Founder of non-profit dedicated to better diversifying the industry through mentorship, assisting marginalized creators with getting in & staying in the

<http://ineeddiversegames.org>

Primary Responsibilities:

- Maintain web presence for I Need Diverse Games on social media platforms
- Critique and review games from a diverse POV for our site
- Be a public face for I Need Diverse Games for interviews, press, etc
- Promote and boost those working to bring a positive change to the gaming industry and to consumers.
- Speak on gaming, diversity and feminism at conventions, in print and online

Education:

DePaul University School of Computing and Digital Media 1998 - 2011

Bachelor of Science Human Computer Interaction Degree conferred June 2011

Professional Associations/Memberships:

IGDA Chicago - 2010 - 2011, 2015 - present

IGDA 2014 - Present