

# ***Ricardo Javier Rademacher Mena***

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## ***Physics***

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Ph.D.	University of Cincinnati	2002
M.S.	University of Cincinnati (UC)	1999
B.S.	West Virginia University (WVU)	1994

## ***Experience***

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Founder and CEO-----Futur-E-Scape™, LLC <sup>1</sup>	2004-Present
Online Adjunct Faculty ( <i>Physics</i> )-----Mountain State University, WV	2009-Present
Online Adjunct Faculty ( <i>Physics</i> )-----Darton College, GA	2009-Present
Online Adjunct Faculty ( <i>Physics and Astronomy</i> )-----Ellis University, NY	2006-Present
Online Adjunct Faculty ( <i>Physics</i> )-----Art Institute of Pittsburgh Online	2006-Present
Online Program Administrator ( <i>Physics and Game Dev</i> )--DeVry University Online	2007-2008
Online Adjunct Faculty ( <i>Physics and Game Dev</i> )-----DeVry University Online	2006-2008
Online Adjunct ( <i>Game Biz and Dev</i> )---Kalamazoo Valley Community College, MI	2006-2007
Online Adjunct ( <i>Math</i> )-----ITT Online Technical School	2004-2005
Adjunct ( <i>Physics and Astronomy</i> )-----Northern Kentucky University (NKU)	2002-2004
Adjunct Physics Professor ( <i>Physics</i> )-----Cincinnati Art Academy	2001
Tutoring and Teaching Assistant ( <i>Physics</i> )-----WVU and UC	1992-2000

## ***Awards***

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Kentucky Science and Technology Corporation Rural-2 grant	2007
Kentucky Science and Technology Corporation ICC grant	2006
National Science Foundation Staff ALT Grant # 0537078	2005
NKU Faculty Development Grant	2002
UC University Graduate Scholarship	2000
UC Graduate Student Governance Association Achievement Award	2000
UC Physics Graduate Student Council President and Vice-President	1998-2001
UC Greater Area of National Need fellow	1997-2000
WVU College of Arts and Science Outstanding Senior	1994
WVU Physics department Outstanding Academic Achievement;	1993

## ***Skills***

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- I have designed, developed, and taught several online physics and online video game related courses using learning management systems such as eCollege, Moodle, and more.
- I am fluent in several game development applications including Gamestudio, C++, MySQL, and more.
- I am fluent in game development, business operations, and project management.
- I am fluent in all major Microsoft packages including Office, Visio, Project, and more.
- I am fluent in both English and Spanish.

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<sup>1</sup> For further information, please visit [www.TheVniversity.com](http://www.TheVniversity.com)

## ***Publications***

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- Rademacher, Ricardo. (in press). Virtual Multiple Intelligences: Gardner's Multiple Intelligences and Virtual Worlds. In Felicia, Patrick (Ed.), *Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches*. IGI Global: Pennsylvania.
- Rademacher, Ricardo. (in press). Assessing serious games using the EE grid. In Annetta, Len & Bronack, Steve (Eds.), *Computer games education review*. Sense publishers: Rotterdam.
- Rademacher, Ricardo. (2010). A proposed framework for studying educational virtual worlds. In Zemliansky, Pavel (Ed.), *Design and Implementation of Educational Games*. IGI Global: Pennsylvania.
- Rademacher, Ricardo. (2010). Best practices for teaching and designing a pure online science classroom. In Katz, Yefim (Ed.), *Learning Management Systems Technologies and Software Solutions for Online Teaching: Tools and Applications*. IGI Global: Pennsylvania.
- (uncredited; contributed case study) Chen, Sande and Toole, Anne. (2009). Writing for Serious Games. In Wendy, Despain (Ed.), *Writing for Video Game Genres: From FPS to RPG*. A K Peters, 2009.
- Herat, A.; Rademacher, R.; & Suranyi, P. (2001). *Curved, extended classical solutions I. The undulating kink*. Physical Review D 63.
- Dasgupta, Indranil; Rademacher, Ricardo; & Suranyi, Peter. (1999). *Improved Mass Constraints in the MSSM from Vacuum Stability*. Physics Letters B 44.

## ***Presentations***

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- Rademacher, Ricardo. (2010). *An analysis of Physics classrooms using the EDU Grid*. Presented at the American Association of Physics Teachers Winter meeting. Washington, DC.
- Rademacher, Ricardo. (2009). *Best practices for teaching a pure online physics classroom*. Presented at the American Association of Physics Teacher Summer Meeting. Ann Arbor, Michigan.
- Bower, James; Chen, Sande; Corbit, Margaret; & Rademacher, Ricardo. (2009). *The New Classroom*. Panel discussion at the State of Play conference. New York, New York.
- Chen, Sande & Rademacher, Ricardo. (2009). *Creativity, Constraints, and Compromises*. Presented at the Games Education Summit. Pittsburgh, Pennsylvania.
- Rademacher, Ricardo. (2009). *A proposed framework for studying educational virtual worlds*. Presented at the Independent MMO Game Developers Conference. Las Vegas, Nevada.
- Rademacher, Ricardo. (2009). *An assessment of current pure online physics courses*. Presented at the American Association of Physics Teachers Winter meeting. Chicago, Illinois.
- Camaj, Gjon P.; Rademacher, Ricardo; Seelhoff, Gregg; & Toscholog, Matt. (2006). *Video Game Development Business Essentials*. Panel discussion at the Futureplay conference. London, Ontario, Canada.

- Rademacher, Ricardo. (2005). *Massively Multi-User Synchronous Collaborative Learning Environment: The MMUSCLE system*. Presented at the Futureplay conference. East Lansing, Michigan.
- Rademacher, Ricardo. (2005). *Project Massively Multi-User Synchronous Collaborative Learning Environment: The MMUSCLE system*. Presented at the Hawaii International Conference on Science. Oahu, Hawaii.
- Heart, Athula; Rademacher, Ricardo; & Suranyi, P. (2000). *Center Vortex solutions in SU(N) adjoint higgs model*. Presented at the American Physical Society Ohio Section Spring Meeting. Cincinnati, Ohio.

## **Portfolio (available upon request)**

- **Educational game Version 3, 2009:** a reduced scale version of the full game, this single server application tests the gameplay behind one of our educational games known as “The Horse Races” or simply “The Races”. It was designed by Dr. Rademacher and implemented through freelance by a former employee of Futur-E-Scape.
- **Educational game Version 2, 2008:** an extension of earlier project, this version is built using a three-tier architecture (presentation, logic, database) and implements a server farm. Game design and initial prototype was done by Dr. Rademacher; the final version was created by employees of Future-E-Scape.
- **GSP 460 -- Programming for MMOG with Lab, 2007:** Designed and implemented an online senior level course for DeVry University’s “Game, Simulation, and Programming” (GSP) track on the eCollege Learning Management System. It used the Mutiverse™ virtual world platform to implement the labs.
- **GSP 360 -- Applied Development Project, 2007:** Designed and implemented an online midterm level course for DeVry University’s “Game, Simulation, and Programming” (GSP) track on the eCollege Learning Management System.
- **Art and Sound Assets, 2004-2008:** over 500 assets ranging from characters with animations, static weapons models, walking sounds, theme music and more. Dr. Rademacher generated the asset specifications and requirements then national and international freelance artists implemented them.
- **Educational Game Version 1, 2004:** the first version of what Dr. Rademacher called a “Massively Multi-User Synchronous Collaborative Learning Environment” (MMUSCLE) system. It is a complete test of all the functionality required for my vision of a physics educational game using single server architecture. Designed and implemented by Dr. Rademacher.
- **“Making MUVEE’s using 3DGS”, 2003:** a 100 page manual outlining 3D GameStudio’s commands and tools as they relate to creating a “Multi-User Virtual Educational Environment” (MUVEE). It was written by Dr. Rademacher.
- **Bare bones multiplayer room using 3D GameStudio™, 2003:** an initial application exploring the viability of using the 3D GameStudio™ engine for multiplayer projects. Designed and implemented by Dr. Rademacher.