

# Cody Reimer

## Appointments

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Associate Professor, UW-Stout	2021–Present
Director of First-Year Composition, UW-Stout	2017–2020
Assistant Professor, UW-Stout	2015–2021
Graduate Teaching Assistant, Purdue	2010–2015
Graduate Teaching Assistant, St. Cloud State University	2008–2010

## Education

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- Ph.D. in English, Purdue University, 2015  
Primary emphasis: Rhetoric and Composition  
Secondary emphases: Professional Writing; Rhetoric, Technology, and Digital Writing  
Dissertation: Big-Data Fueled Design: Rapid Iteration and Constructing Compelling Systems  
Committee: Drs. Samantha Blackmon (chair), Patricia Sullivan, Michael Salvo, Nathan Johnson
- M.A. in English, St. Cloud State University, 2010  
Thesis: Crafting a Machinima-Centered Composition Course  
Committee: Drs. Matt Barton (chair), Judith Kilborn, Chris Jordan
- B.A. in English, University of Minnesota, Morris, 2005
- A.A., North Hennepin Community College, 2003

## Publications (Select)

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**Reimer, C.** & Rose, E. (2023). "Iteration." *Keywords Design Thinking*. Ed. Jason Tham. Foundations & Innovations in Technical & Professional Communication.

**Reimer, C.** (2022). "Medium-Weight Euro Crunch: Technical Communication in the Hobbyist Board Game *Distilled*." *Proceedings SIGDOC '22, October 06-08, 2022, Boston, MA*. ACM.  
<https://dl.acm.org/doi/10.1145/3513130.3558986>

**Reimer, C.** (2021). "Toward a Broader Conception of Theorcrafting." *Playing with the Rules: The Ethics of Playing, Researching, and Teaching Games in the Writing Classroom*. Eds. Matthew Johnson, Rebekah Colby, and Richard Colby. Springer Nature.

Nicholes, J. and **Reimer, C.** (2021). "The Impact of Taking Basic Writing on Later Writing-Course Performance and Graduation." *Journal of Basic Writing* 39(1).

Nicholes, J. and **Reimer, C.** (2020). "Evaluating the Impact of First-Year Writing Course Grades on College-Student Persistence." *Studies in Educational Evaluation*, 64.

**Reimer, C.** (2018). "Contextual Cropping, Collateral Data: Screenshot Methods for UX Research." *Communication Design Quarterly* 6.2.

**Reimer, C.** (2017). "Dialogic, Data-Driven Design: UX and League of Legends." *Rhetoric and Experience Architecture*. Eds. Liza Potts and Michael Salvo. Parlor Press.

## Teaching (UW-Stout)

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TPC in the Games Industry (ENGL 750)  
User-Centered Research in Technical Communication (ENGL 730)  
Advanced Usability (ENGL 725)  
Technical Writing (ENGL 615)  
Writing Technical Manuals (ENGL 435)  
Writing for Content Management (ENGL 430)  
Writing for the Internet (ENGL 388)  
Usability Design and Testing (ENGL 345)  
Feature Writing (ENGL 330)  
Professional and Technical Communication (ENGL 320)  
Writing and Narrative in Video Games (ENGL 299)  
Critical Writing (ENGL 247)  
Writing for the Media (ENGL 207)  
Honors Composition 2 (ENGL 113)  
Composition 2 (ENGL 102)  
Composition 1 (ENGL 101)

## Service (Select)

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<b>Member.</b> Planning and Review Committee, UW-Stout.	Fall 2023–Present
<b>Chair.</b> UW-System English Placement Test Committee.	Fall 2020–Present
<b>Member.</b> Communication Design Quarterly Editorial Board.	2018–Present
<b>Member.</b> UW-System English Placement Test Committee.	Fall 2017–Present
<b>Advisor.</b> PCEM Student, UW-Stout.	Spring 2016–Present
<b>Member.</b> PCEM Advisory Board, UW-Stout.	Spring 2016–Present
<b>Member.</b> PCEM Program Committee, UW-Stout,	2015–Present
<b>Major Contributor.</b> B.S. Game and Media Studies, UW-Stout.	Summer 2023
<b>Contributor.</b> MSTPC certificate curricula revision, UW-Stout.	Summer 2023
<b>Collaborator.</b> B.S. Game and Media Studies, UW-Stout.	Fall 2022–Spring 2023
<b>Chair.</b> Staff Committee, UW-Stout.	Fall 2021–Spring 2023
<b>Reviewer.</b> MSTPC Admissions Committee, UW-Stout.	2016–2020
<b>Reviewer.</b> <i>Technical Communication Quarterly</i> .	Summer 2020
<b>Reviewer.</b> <i>Effective Teaching of Technical Communication</i> . Ed Lisa Melançon.	Fall 2019
<b>Reviewer.</b> <i>Journal of Sociotechnology and Knowledge Development</i> .	2016
<b>Organizer.</b> Great Plains Alliance for Computers & Writing Conference, UW-Stout.	Fall 2016
<b>Reviewer.</b> Games+Learning+Society 12.0, UW-Madison.	Spring 2016

## Professional Experience (Select)

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**Author.** Luthier boardgame by Paverson Games, Summer 2023–Present  
**Copyeditor.** Distilled boardgame by Paverson Games, Summer 2021–2022  
**Consultant.** Usability Study for Thomson Reuters, Fall 2018–Spring 2019