

John Bruneau

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Education

- M.F.A. 2006 Digital Media Arts
San Jose State University
- B.A. 2001 Interdisciplinary Computing and the Arts Major
University of California San Diego

University Teaching Experience

- 2015 - present Lecturer, Design and Technology - Game Design, Parsons School of Design, The New School. Develop and instruct undergraduate game design courses. Activities cover rapid game production, playtesting, iterative design, and development in Unity. Lectures focus on C#, game design, player interaction, interface, systems, storytelling, and examining both modern AAA and indie titles.
- 2016 - present Lecturer, School of Continuing and Professional Studies, Pratt Institute. Develop and instruct courses focusing on practical game development in C# and the Unity game engine. Lectures cover principles of programming, implementing game mechanics, and the building blocks of the Unity interface. Instruction is targeted at adults looking to enhance their industry skill set.
- 2017 - present Adjunct Assistant Professor, Film and Media Studies, Hunter College of The City University of New York. Develop and instruct advanced course on game programming in C# and the Unity game engine. Course focuses on the development path of indie games and examines game design from both an industry and independent perspective. Students learn the fundamentals of player interaction, mechanics, iterative design, and full cycle development.
- 2014 Lecturer, Department of Computer Science, San Jose State University, Learning and Games Consortium. Designed and taught undergraduate and graduate level capstone Game Production course with inter-disciplinary teams creating a substantial project over the course of the semester. Activities cover game production and development in Unity with groups operating as small indie startups. Lectures focus on gaming, society, and recent directions in the Gameart movement.
- 2012 - 2013 Lecturer, Department of Art and Art History, San Jose State University, Learning and Games Consortium. Designed and taught Game Production courses with development in Unity, Gamemaker and Flash. Lectures focus on gaming, society, and recent directions the Game/art movement. Class included an Evidence Centered Design collaboration with SRI International.
- 2007 - 2011 Lecturer, Web Design and Interactive Media, Art Institute of California – San Francisco. Designed and taught a variety of interactive media courses. Subjects included programming in the arts, virtual worlds, social game design, web design, video production and interactive animation.
- 2006 - 2009 Lecturer, Department of Television Radio Film and Theater, San Jose State University. Designed and taught Multimedia Production and Performance course. Subjects included site design, animation, and game programming; utilizing the Adobe Flash software package.

- 2005 Teaching Associate (Instructor of Record), School of Art and Design, San Jose State University. Designed and taught Art as System advanced course. Instruction focused on information systems visualization, networks, emergence, translation, gaming, alternative interface and cognition; utilizing the python programming language, OpenGL, Twisted, Pygame and SLUT.
- 2004 Graduate Assistant, School of Art and Design, San Jose State University. Assisted in teaching upper division digital media course, Digital Video: Media Ecology.
- 2003 - 2005 Teaching Assistant, School of Art and Design, San Jose State University. Assisted in teaching upper division digital media art courses, Art and Information, Introduction to Digital Media
- 2003 - 2005 Teaching Assistant, Department of Radio Television Film Theater, San Jose State University. Assisted in teaching upper division multimedia courses, Multimedia Production, Internet Production and Performance

Conferences and Symposia

- 2017 Panelist, "Utilizing Video Game Hardware and Software in Art, Science, and Music", Art Music Technology Festival, San Diego Art Institute, San Diego, CA. Coordinator: Ginger Shulick Porcella
- Panel Moderator, "Helicopter Race: The Movie", Babycastles Film Festival, Babycastles Gallery, New York, NY. Coordinator: Frank DeMarco
- 2015 Keynote Address, "Ludum Dare 34 at Babycastles: Everyone's In!" Babycastles Gallery, New York, NY. Coordinator: Frank DeMarco
- Co-chair, "San Jose State Game Development Panel", Rockage 4.0, San Jose, CA. Program Director: Eric Fanali
- 2014 Presenter, "Student Game Development at San Jose State University", Rockage 3.0, San Jose, CA. Co-presenter: James Morgan. Program Director: Eric Fanali
- 2013 Presenter, "Learning and Games at San Jose State University" Rockage, San Jose Women's Club, San Jose, CA. Co-presenter: James Morgan. Program Director: Eric Fanali
- 2011 Presenter, "The Third Faction", Nuru Ziya Lounge, ISEA 2011, Artist Talks Series, Director: Stephen Kovats
- 2010 Presenter, "My Avatar: The Game of Life", Adobe Youth Voices, 01SJ: Visions of the Future Workshops, *2010 01SJ Biennial*, Lead a workshop on the blurring of gaming and reality and the basics of coding and game development in Flash.
- 2008 Panelist, "Not Learning from Net.Art: The Rise of Newer Media", New Media Caucus, *College Art Association Annual Conference*. Chairs: James Morgan, Patrick Lichty
- 2007 Panel Moderator, "Gaming the System", *Borders Boundaries & Liminal States* Conference, New Media Consortium, Second Life. Panelists: Patrick Lichty, Joseph DeLappe, Trevor Smith. Co-moderator: Kyungwha Lee. Hosted by Ars Virtua

Visiting Artist Engagements

- 2017 "Game Design Studio" Guest Artist / Advisor, CSU Summer Arts, Fresno State University, Fresno CA. Coordinator: James Morgan
- 2016 "Gameart as Web Design" San Jose State University, San Jose, CA. Coordinator: Kyungwha Lee
- "Punk Games" Parsons School of Design, New York, NY. Coordinator: Nicholas Fortugno
- "Learn About Game Development" College of San Mateo, San Mateo, CA, Coordinator: Vera Fainshtein
- 2015 "Art Talk with John Bruneau", Babycastles Academy, Babycastles Gallery, New York, NY. Coordinator: Frank DeMarco
- 2014 "Level Up" workshop series, Foster City Library, Foster City, CA. Coordinators: Cynthia Rider and Karin Glenn-Levin
- 2013 "An Evolution of Art and Independent Games", Campbell Library, Campbell, CA. Coordinator: Klara Kim
- 2011 "The 3rd Faction: Human Rights in Virtual Worlds" Evergreen Valley College, Delivered presentation on art, activism and social justice in game spaces. Coordinators: Vera Fainshtein and Rachel Lazo
- "The 3rd Faction: Demand Player Sovereignty" Digital Multimedia, School of Fine, Performing, and Communication Arts, University of West Florida Delivered presentation on art, activism and social justice in game spaces. Class instructor: Thomas Asmuth
- 2010 "Games as Art" Introduction to Digital Media, Gavilan College, Class instructor: Kyungwha Lee
- 2009 Introduction to Digital Media, Gavilan College, Delivered presentation on games, art, and technology, my inspirations, my past and current work, as well as work done by my students. Class instructor: Kyungwha Lee
- 2008 "Web Design & Interactive Media", Major Conversations, Art Institute of California - San Francisco, Delivered presentation on my past and current work to students, faculty and staff.
- Artists Teaching Art, San Jose State University, Delivered presentation on my work, my students work, and teaching college courses in new media. Class instructor: Gale Antokal
- Virtual Environments, University of California, San Diego. Delivered lecture on http communication in Linden Scripting Language, with PHP and Flash. Class instructor: James Morgan
- 2007 Art Making, Arroyo High School. Delivered retrospective presentation on my past and current work in new media. Class instructor: Heather Bruneau
- Computer Education, Santa Catalina Lower School. Delivered talks on flash production to 7th Grade and 8th Grade classes. Class instructor: Susan Kendall

Honors/Fellowships

- 2018 Out of the Box award, "Family", Indiecade East Game Jam, Museum of the Moving Image, Queens, NY
- 2014 Best in Class and two Editor's Choice awards, "Litewall and Interactive Projects", Bay Area Maker Faire, San Mateo, CA.
- 2011 Second Place Finalist, "MFA Prep Course", Games Category
CSU Media Arts Festival, California State University Fullerton

EVC Honorarium, Evergreen Valley College, San Jose, CA
- 2006 - 2008 Research Fellow, Cadre Laboratory for New Media, San Jose, CA
- 2007 LACE Honorarium, Los Angeles Contemporary Exhibitions, Los Angeles, CA
- 2006 Software Slayer, Karaoke Ice, Cadre Residency, ISEA 2006 / ZeroOne San Jose
- 2005 Fengqui Award (for Teaching), Cadre Laboratory for New Media

Helen Dooley Scholarship, School of Art and Design, San Jose State University
- 2003 Violet Speddy Memorial Scholarship, School of Art and Design, San Jose State University
- 1998 - 2001 Provost Honors, University of California San Diego (received 7 times)

Selected Exhibitions/Screenings/Performances

- 2018 Death by Audio Arcade NYC Dev Demo Night "Vicis Virus Vs" Cloud City, Brooklyn, NY (juried)

Store 2, "Future Flower", Babycastles Gallery NY, NY (juried)

Fantastic Arcade Opening Party, "Future Flower", Fantastic Fest, Scratchhouse Austin, TX, San Mateo, Ca. (invitational)
- 2017 *Delete Me* "Messlife", New Wight Gallery, Los Angeles, CA. Collaboration: Lee Tusman (Lee Tusman MFA thesis show)

#ResitJam "Red White & Blue (They're with Me)", itch.io
- 2015 *Rockage 4.0* "River_Snake" and "Litewall_Pong", San Jose State University, San Jose, CA. (invitational)

Maker Faire - Bay Area "River_Snake" and "Litewall_Pong", Litewall and Interactive Projects, San Mateo County Event Center, San Mateo, CA (invitational)
- 2014 *After Dark: Glow* "River_Snake" and "Litewall_Pong", The Exploratorium, San Francisco, CA (invitational)

Maker Faire - Bay Area "River_Snake" and "Litewall_Pong", Litewall and Interactive Projects, San Mateo County Event Center, San Mateo, CA (invitational)

- 2013
- SubZERO Festival* "Litewall_Pong", CODAME Camp, SoFA District, San Jose, CA. CODAME Curator: Kevin Koechley (invitational)
- SubZERO Festival* "Cooperative Gaming Co-op", CODAME Camp, SoFA District, San Jose, CA. CODAME Curator: Kevin Koechley (invitational)
- Maker Faire - Bay Area* "Litewall_Pong", Litewall, Interactive Video, DIY Games, San Mateo County Event Center, San Mateo, California (invitational)
- Rockage 2.0* "Indie and Student Games Arcade" San Jose Woman's Club, San Jose, CA. Program Director: Eric Fanali (invitational)
- May First Friday at ZER01 Garage* "Cooperative Gaming Co-op", ZER01 Garage, San Jose, CA (invitational)
- ArtHouse* "GameDev Club Arcade", ZER01 Garage, San Jose, CA (invitational)
- The Cadre Show* "Cooperative Gaming Co-op" Haldan Art Gallery, Lake Tahoe Community College, South Lake Tahoe, CA. Curator: Kyungwha Lee (invitational)
- 2012
- URAL Biennial* "V2V: Valley to Valley" Ekaterinburg, Russia, Collaboration: Ars Virtua (juried)
- Zero1 Biennial* "V2V: Valley to Valley" San Jose TechShop, San Jose CA. Collaboration: Ars Virtua (juried)
- Innoprom* "V2V: Valley to Valley" Yekaterinburg, Russia, Collaboration: Ars Virtua (juried)
- Optimism, Pessimism, Nihilism, Works!*, "Zineistar", Works Gallery, San Jose, CA. Collaboration: Anna Anthropy, Daphny David, James (member's exhibition)
- Big Reality*, "Not a Hero (in the traditional sense)" 319 Scholes, Brooklyn, Ny Curator: Brian Droitcour (invitational)
- Big Reality*, "DPS: Demand Player Sovereignty" 319 Scholes, Brooklyn, Ny Curator: Brian Droitcour (invitational)
- 2011
- ISEA 2011: The 17th International Symposium on Electronic Art*, "Demand Player Sovereignty", Istanbul, Turkey. collaboration: The 3rd Faction (juried)
- 4th Annual SubZERO Festival*, "Demand Player Sovereignty", SoFA District, San Jose, CA
- "Spectacle and Lament", SLG Publishing Art Boutiki and Comic Art Gallery, San Jose, CA
- SxM Guild Show*, "MFA Prep Course" Black Gallery, San Jose State University, San Jose, CA. Curators: Cody McCabe and Tamara Hoyt (juried)
- 2010
- San Francisco Fine Art Fair*, "Dance Dance Mortal Kombat (MKDDR)" ZER01 Reception, Fort Mason, San Francisco, CA. Curator: Doniece Sandoval (invitational)
- Ring in the New*, "MFA Prep Course" Works Gallery, San Jose, CA. (member's exhibition)

- Video/Art/Video*, "a message from /hug", Electronic Gallery, Salisbury University, Salisbury, Md. collaboration: The 3rd Faction, Curator: Preston Poe (invitational)
- 2009 *WoW: Emergent Media Phenomenon*, "/hug", Laguna Art Museum, Laguna Beach, CA. collaboration: The 3rd Faction, Curator: Grace Kook-Anderson (invitational)
- All for One*, "훈민정음 (A Language 4 the People)" Works Gallery, San Jose, CA (member's exhibition)
- All for One*, "/hug Machinima" Works Gallery, San Jose, CA. collaboration: The 3rd Faction (member's exhibition)
- Remote/Control*, "Media - Me" Works Gallery, San Jose, CA. Curators: Jason Challas and Sheila Malone. (invitational)
- SubZero Block Party*, "/hug Outreach" SoFA District, San Jose, CA. collaboration: The 3rd Faction, Producer: Bruce Labadie (invitational)
- Tech Tools of the Trade: Contemporary New Media Art*, "Looks Very Tidy", The de Saisset Museum at Santa Clara University, Santa Clara Ca, Curator: Kathy Aoki (invitational)
- ZER01 Open House*, "Corporate Buildup" ZER01 Headquarters, San Jose, CA. Curator: Carla Turturici (invitational)
- ZER01 Open House*, "/hug Outreach" ZER01 Headquarters, San Jose, CA. collaboration: The 3rd Faction, Curator: Carla Turturici (invitational)
- 2008 *re:group*, "Bombs →ROMs" Works Gallery, San Jose, CA. (member's exhibition)
- SubZero*, "Buildup Sub-SoFA" SoFA District, San Jose, CA. Producer: Bruce Labadie (invitational)
- 01SJ Biennial: Superlight*, "Tool Shed Days" San Jose Museum of Art, San Jose, CA (FUSE residency) Artistic Director: Steve Dietz, collaboration: Red76
- Streaming Museum*, "Looks Very Tidy", Seven Contents and Second Life, Federation Square, Melbourne Australia, Curator: Kerrie-Dee Johns, Ars Virtua New Media Center, Dowden, Second Life, Curator: Rubaiyat Shatner
- The Art of Teaching*, "Sticky Anonymity", The Art Institute of California - San Francisco, Faculty Art Show, Curator: Gigi Gallinger-Dennis
- 2007 *On / Off - Art in the Digital Era*, "Looks Very Tidy" Cabrillo Gallery, Aptos, CA (juried) Curator: Sheila Malone, collaboration: James Morgan
- The Three Minute Film Festival*, "Slow Progress for Democracy Accompanied by Flipper", Root Division, San Francisco, CA. collaboration: Thomas Pierre Asmuth, James Pierre Morgan
- Housewarming*, "Seed" Works Gallery, San Jose, CA. (member's exhibition)
- Our Man in Havana: The Vacuum Cleaner in Art*, "Looks Very Tidy" Gallery Aferro, Newark, NJ. Curator: Emma Wilcox, collaboration: James Morgan
- Karaoke Ice*, LACE, Los Angeles, CA (invitational) collaboration: LACE Team, Nancy Nowacek, Katie Salen, Marina Zurkow

- Body of Works*, "Scrapper and Mixmaster: Portraits of Robots That Form the Legs of Other Robots" Works Gallery, San Jose, CA. (open)
- 2006 *ex_XX Post Position*, "Reversible Automata / Irreversible Automata" ISEA 2006 / ZeroOne, Works Gallery, San Jose, CA. (invitational) Curators: Jason Challas and Sheila Malone.
- Karaoke Ice*, ISEA 2006 / ZeroOne, San Jose, CA (Cadre residency)
collaboration: Thomas Asmuth Sarah Lowe, Kristin O'Friel, Owen Premore, Corrie Tse, Michael Weisert, Nancy Nowacek, Katie Salen, Marina Zurkow
- Lift Off!* "Sticky Anonymity" San Jose Institute of Contemporary Art, San Jose, CA. (invitational) Curator: Fanny Retsek
- BodyDaemon*, "The Castellanos Combat! Client"
ISEA 2006 / ZeroOne, South Hall, San Jose, CA. (juried)
- BodyDaemon*, "The Castellanos Combat! Client"
White Gallery, San Jose State University, San Jose, CA. (invitational)
- Desert Bus*, White Gallery, San Jose State University, San Jose, CA. (solo)
collaboration: Chris Head, James Morgan, - Club for New Media
- Art Along the Avenue*, "Buildup Behind Bars" 4348 San Pablo Avenue
Emeryville, CA. (juried)
- 2005 *Reversible Automata / Irreversible Automata*, M.F.A. Thesis Exhibition, Gallery II, San Jose State University, San Jose, CA. (solo)
- Synaesthesia*, Black Gallery / White Gallery, San Jose State University, San Jose, CA. (solo) Collaboration: Art as System class
- Levels of Abstraction*, Gallery II, San Jose State University, San Jose, CA. (solo)
Collaboration: Kyungwha Lee
- Joint Venture 2005*, "n0easyAnswersThisTime" HP Pavilion, San Jose, CA.
(invitational) Collaboration: Michael Chernobrod
- 2004 *Dungeon Invaders*, Department of Computer Science, San Jose State University, San Jose, CA. Collaboration: Elton Sanchez
- Prototype: OmniVision*, Candidacy Exhibition, Gallery II, San Jose State University, San Jose, CA.
- San Jose Downtown Storefront Exhibition*, "24-Hour Surveillance [Finally, I'm Being Noticed]" The Phantom Galleries, San Jose, CA. (invitational)
Curators: James Morgan, Matt Haberman, Michael Brown
- The Silicon Valley Golf Classic*, Silicon Valley, CA
Collaboration: Cadre
- 2003 *Armed for the Blackout Showcase*, "Chicken" University Theater, San Jose, CA.
(juried) Curators: Michael Velasquez, Kanako Ota, James Yan
- n0easyAnswersThisTime*, Black Gallery, San Jose State University, San Jose, CA. (solo) Collaboration: Michael Chernobrod

Polyphonic Peelings, Works Gallery, San Jose, CA. (juried)
Collaboration: Ema Harris-Sintamarian

Polyphonic Peelings, McBean Theater, San Francisco, CA. (juried)
Collaboration: Ema Harris-Sintamarian

2001 *Any3Letters.Com*, Batcher's Thesis Exhibition, Center for Research in Computing and the Arts, La Jolla, CA. (solo)

Exhibitions Curated

2018 *Synthesis: Design and Technology BFA Thesis Exhibition*, D12, Parsons School of Design, NY, NY.

2017 *CoolDown: Parsons DT x Babycastles*, Babycastles Gallery, NY, NY.
Game Environments, Babycastles Gallery, NY, NY.

2016 *Crash Report: Parsons DT x Babycastles*, Babycastles Gallery, NY, NY.

2015 *Newline: Parsons DT x Babycastles*, Babycastles Gallery, NY, NY.
John and Zara's Kyle's Hot Ronny Rumble III, Babycastles Gallery, NY, NY.

2014 *In(die)*, Gallery Eight, San Jose State University, San Jose CA.

2013 *Ourcade*, Gallery Eight, San Jose State University, San Jose CA.

2012 *Cooperative Gaming Co-op*, Zero1 Biennial, Works Gallery, San Jose, CA.
Glitch Gallery: Press Start to Art, Gallery 5, San Jose State University, San Jose CA.

BURN OUT, Gallery II, San Jose State University, San Jose CA.

2011 *Craft & Punishment*, The Evergreen Valley College Art Gallery, San Jose, CA

Learn to Play Too, The Euphrat Museum of Art, De Anza College, Cupertino, CA

2010 *Learn to Play*, 2010 01SJ Biennial, The Euphrat Museum of Art, De Anza College, Cupertino, CA

2005 *Switch_Curatorial*, Switch Journal for New Media, issue 20

2003 *Switch_Curatorial*, Switch Journal for New Media, issue 18

Publications

2015 "Interview with Third Faction" *Gamvironments*, issue 2, 2015 (p. 140-152)

2012 "Third Faction" and "Not a Hero" In Brian Droitcour, *Big Reality* (p. 59, 103-106). Raleigh, N.C.: Lulu / Brian Droitcour

2011 "The Future of Gaming (Oyunların Geleceği)" *Skylife Magazine*, Nov 2011

- 2006 "Reversible Automata / Irreversible Automata" in Jason Challas & Sheila Malone, *ex_XX Post Position* (p. 6) Cadre, San Jose, CA.
- 2004 "John Bruneau Interviews Cory Arcangel," *Switch Journal for New Media*, issue 19

Bibliography

- 2012 Gary Singh, "Counting to ZERO1", *San Jose Metro*, Sept 5, 2012
- Thyra Phan, "Social interaction of arcades recreated at Gaming Co-Op", *Spartan Daily*, Oct 7, 2012
- David Kim, "Cooperative Gaming Co-op", *ZERO1 – The Art and Technology Network Blog*, Sep 9, 2012
- Ceci Moss, "Critic's Pick" *Art Forum*, March 22, 2012
- Amanda Holst, "Virtual Peacemakers", *SJSU Washington Square*, Winter 2012, p.8
- 2011 Tim Wee, "Browser Game Pick: MFA Prep Course (Marek Kapolka and John Bruneau)", *Indie Games: The Weblog*, Jul 18, 2011
- Florian Bayer, "Antispiel: MFA Prep Course", *Drei Sechzig: Blog für Kulture*, Jul 18, 2011
- Pietro Polsinelli, "Five smart, different, creative indie browser games - MFA Prep Course: Café", *Gamamoto*, Sep 1, 2011
- Lewis Denby, "This week's best free PC games" *PC Gamer*, Jul 22, 2011
- 2010 Michelle Chang, "Lean to Play at De Anza Collage Euphrat Museum of Art", *KCTV1.9 News*, Oct 2, 2010
- Jeff Kam, "GreenPrix, LearnToPlay, and Into the Trees", *ZERO1 Blog*, Sep 20, 2010
- Donovan Farnham, "'Learn to Play' art exhibit brings video games as art to Cupertino", *The Spartan Daily*, Sep 19, 2010
- Julia Bradshaw, "ZERO1: Learn to Play – Games as Art at the Euphrat Museum of Art", *ARTSHIFT San Jose*, Sep 18, 2010
- Chris Head, "Hack: Use a Guitar as a Fight-Game Controller", *PC World: Geek Tech*, May 21, 2010
- Sam Prestianni, "Not Your Typical Fort Mason Art Fair", *SF Weekly*, May 19, 2010
- Donovan Farnham, "Game Club Gears Up for Conference", *The Spartan Daily*, Feb 23, 2010, p.3
- 2009 Dave Barton, "Boobs, Bloodshed and Some Actual Art at Laguna Art's 'World of Warcraft' Show", *OC Weekly*, June 24, 2009
- Mike Fahey, "World Of Warcraft: The Art Exhibit", *Kotaku*, Jun 15, 2009

Eric Caoil, "Laguna Art Museum to Present 'WoW: Emergent Media Phenomenon'" *Game Set Watch*, June 10, 2009

Grant Wahlquist, "War Games", *Riviera Magazine*, June 2009, p. 56

Peter Frank, "WoW: Emergent Media Phenomenon", *THE Magazine*, June 14 - October 4, 2009

Mike Schramm, "Laguna Art Museum hosts WoW art exhibit", *WoW.com*, Jun 13th 2009

David Ng, "Laguna Art Museum lures World of Warcraft fanboys (and Ozzy fans too)", *Los Angeles Times*, August 14, 2009

2008 Christiane Paul, *Digital Art*, 2nd edition, Thames & Hudson, New York, NY, 2008.

Marcos Blanco, "Game Development Club at SJSU reaches a whole new level", *The Spartan Daily*, Sept 8, 2008, p.4

Julia Bradshaw, "SoFA (South of Market) presents a 01SJ/First Friday Bash", *ARTSHIFT San Jose*, June 7, 2008

Kuniko Vroman, "ZERO1SJ/FUSE," *Switch Journal for New Media*, issue 25

2007 Elina Shatkin, "Karaoke Ice Marries Frosty Desserts and Crooning" *Los Angeles Times, Calendar Live*, August 30, 2007

2006 Jo-Anne Green, "networked_performance: BodyDaemon: A Bio-Responsive Internet Server" *Turbulence*, June 13, 2006

Gary Singh, "Art on the Edge", Cover Story, *Metro Silicon Valley*, San Jose, CA. Aug 2, 2006, vol.22, no.22, p.24

Roger Thomasson, "The Artful City", *Wired*, New York, NY. Aug 2006, p.56

Sheila Malone, "Cadre 20th Anniversary Exhibition at ISEA", *Switch*, issue 22

Peter Hall. "San Jose's Missing Soul", *Metropolis Mag*, November 8, 2006

Marian Liu. "Follow the Bouncing Squirrel", *San Jose Mercury News*, August 9, 2006: 1E.

Mark De La Vina. "ZeroOne Goes Down as a Hit", *San Jose Mercury News*, August 15, 2006: 1A.

2004 Stephan Hechenberger, "Human Machine Interface," *Switch Journal for New Media*, issue 19

James Morgan, "Downtown Exhibition," *Switch Journal for New Media*, issue 19

Joel Slayton, "The Silicon Valley Golf Classic," *Switch Journal for New Media*, issue 19

Technical Skills

Production Game Design, Web Development, UI / UX Design, Visual Design, Video Production, Graphic Design

Languages C#, C++, Javascript, jQuery, AngularJS, Sass, PHP, Python, OpenGL, MySQL, Basic

Applications Unity, Game Maker, Flash, Max/MSP/Jitter, Processing, Photoshop, Final Cut Pro, Premiere Pro, Adobe Audition, WordPress, Drupal, phpMyAdmin, Second Life (modeling/coding)

Physical Circuit Design, Physical Prototyping, Hardware Hacking, Arduino, BASIC Stamp

Organizations

2018 - present Faculty Advisor, New School Game Club, Parsons School of Design, NY, NY

2014 - present Babycastles Gallery, Founding Member, Meow, NY, NY

2008 - present The 3rd Faction LLC, Founding Member, Azeroth

2004 - present Ars Virtua, Founding Member, Webmaster, Machinimist, Maker of Things, Synthetic Worlds, ArsVirtua.com

2007 - 2015 SJSU Game Development Club, Co-founder, Faculty Advisor, San Jose State University, San Jose, CA

2006 - 2015 Works / San Jose, Member, San Jose, CA

2009 Tasmena, Technology Consultant, Web Programmer, MenaLabs Media Coordinator, Dubai, UAE

2004 - 2007 Club for New Media, Co-Founder, Vice President, San Jose, CA

2003 - 2006 _switch, Managing Editor, San Jose, CA

Additional Professional Experience

2015 - present Academic Program Director / Co-founder, Babycastles Gallery, New York, NY. A collective run DIY videogame art gallery and performance space in Manhattan. Program Director: Babycastles Academy, Game of the Month Club at Babycastles, Exhibition Coordinator: John and Zara's Hot Ronny Rumble, 2015; Babycastles x Parsons DT annual showcases 2015-present

2013 - 2016 Senior Web Developer / Gamesmith, Innovation Games (Conteneo), Mountain View, CA. Developed and deployed serious games on a variety of platforms. Games target business performance improvement through collaborative play. Programming in Javascript, jQuery, and AngularJS with implementation in HTML and CSS and Sass on top of a Scala back-end.

2006 - 2013 Program Technologies Specialist, Front-end Developer / Media Producer, The Carnegie Foundation for the Advancement of Teaching, Stanford, CA. Designed and developed rich interactive experiences on a variety of platforms. Led implementation of UI, UX, user research and usability testing. Developed logos and branding. Coded user interfaces and created visual assets. Wrote client-side and server-side code for web-based applications and developed prototypes (PHP, HTML/CSS, JavaScript/jQuery, Drupal). Filmed and edited video on location and in the studio (Final Cut Pro), spearheaded teams on larger projects. Produced audio and video interviews for multiple distribution platforms (iTunes, Web, DVD).

2005 - 2006 Lead Web Developer, San Jose Convention and Visitors Bureau, San Jose, CA.
New site development and programming for sanjose.org and subsidiaries,
working primarily with PHP, CSS, MySQL and Flash

2004 - 2007 Flash Programmer (freelance), Epicure Digital, Los Angeles, CA
Actionscript programming and Flash problem solving for digital menu boards and
signs on a project by project basis.

References

Available upon request.