

John Bruneau

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Summary

I am an internationally exhibiting new media artist, teacher and developer based in Brooklyn, New York. I hold a faculty position at The Parsons School of Design in The New School where I teach game design. I am also a program coordinator and co-founder of Babycastles Gallery in Manhattan. My goal is to find new, innovative ways to improve education through technology.

Experience

Lecturer, Design and Technology - Game Design 2015 - present
Parsons School of Design – The New School

Design 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, environments, systems, and storytelling as well as examining both modern AAA and indie titles.

Adjunct Assistant Professor, Film and Media Studies 2017 - present
Hunter College of The City University of New York

Designed 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.

Lecturer, School of Continuing and Professional Studies 2016 - present
Pratt Institute

Designed and instruct continuing education course 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.

Senior Web Developer / Gamesmith 2013 - 2016
Innovation Games (Conteneo)

Develop and deploy 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 Sass on top of a Scala back-end.

Lecturer, Learning and Games Consortium 2005 - 2014
Department of Computer Science – San Jose State University

Developed and taught undergraduate and graduate level capstone Game Production courses with inter-disciplinary teams creating substantial projects. Lectures covered development in Unity, gaming in society, and recent directions in the Gameart movement. Evidence Centered Design collaboration with SRI International. Previous Departments: 2005 Art and Design, 2006 Television Radio Film Theater, 2012 Art and Art History

Front-end Developer / Media Producer 2006 - 2013
Carnegie Foundation for the Advancement of Teaching

Program Technologies Specialist. Coded user interfaces and created visual assets. Wrote client-side code for web-based applications and prototypes. Led implementation of UI, UX, user research and usability testing. Developed logos and branding. (PHP, HTML/CSS, JavaScript/jQuery, Drupal) Filmed and edited video in studio and in the field, spearheaded teams on larger projects. Produced audio/video interviews for multiple distribution platforms (Final Cut Pro, iTunes, Web, DVD)

Lecturer, Web Design and Interactive Media 2007 - 2011
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.

Web Developer 2005 - 2006
San Jose Convention Center and Visitors Bureau

New site development and programming lead for sanjose.org and subsidiaries. (PHP, MySQL, AS3)

Skills	Languages	Applications	Production
	HTML, CSS, Sass Javascript, jQuery, AngularJS Actionscript PHP Python C, C++	Adobe Creative Suite Unity, C# Final Cut Premiere Pro WordPress Max/MSP/Jitter	Web Development Game Design UI / UX Design Visual Design Video Production Graphic Design
Education	MFA in Digital Media Arts Cadre Laboratory for New Media, San Jose State University		2002 - 2006
	Awards: 2006 Software Slayer Karaoke Ice, 2005 Fengqui Award, 2005 Helen Dooley Scholarship, 2003 Violet Speddy Memorial Scholarship		
	BA in Interdisciplinary Computing in the Arts (ICAM) University of California, San Diego		1997 - 2001
	Awards: 1998-2001, Provost Honors, Received 7 times		
Game/Art	Coordinator of Academic Programs / Co-founder / Meow Babycastles Gallery		2015 - present
	A collective run videogame art gallery and DIY space. Projects include: Game of the Month Club, Babycastles Academy, and tech coordinator on various projects. In 2015 I curated "Newline" a show of recent game-based work from BFA and MFA students at Parsons School of Design. In 2016 I curated "Crash Report" in a similar vein.		
	Co-founder / CTO / Artist Third Faction Institute LLC		2008 - present
	An artist collective and activist group inside the World of Warcraft. Projects include: Demand Player Sovereignty, /hug, Tranz-Herd, Temporary Autonomous Zones and Peacecraft with exhibitions in ISEA 2011, Istanbul Turkey; 319 Scholes, Brooklyn, NY; Laguna Art Museum, Laguna Beach, CA; Electronic Gallery, Salisbury University, MD; Works/San Jose; SubZERO, San Jose, CA; ZER01 Headquarters, San Jose, CA; and the Natalie & James Thompson Gallery, San Jose State University.		
	Co-founder / Artist Ars Virtua		2006 - present
	An artist group based in Second Life and synthetic environments. Projects include: Looks Very Tidy, Valley to Valley, Tool Shed Days, Not a Hero, Borders, Boundaries & Liminal Spaces with exhibitions at 319 Scholes in Brooklyn, NY; Gallery Aferro in Newark, NJ; Federation Square in Melbourne, Australia; Innoprom in Yekaterinburg, Russia; URAL Biennial in Ekaterinburg, Russia; Cabrillo Gallery in Aptos, CA; de Saisset Museum at Santa Clara University, San Jose Museum of Art, ZER01 Biennial in San Jose, CA; The Streaming Museum and the Ars Virtua Gallery in Second Life.		
	Artist Litewall Games		2013 - 2015
	Interactive projects played on a 18' X 7' wall of LED box pixels. Collaboration: The Litewall Group. Exhibited at 2013 SubZERO Festival, San Jose, CA; 2014 After Dark: Glow, The Exploratorium, San Francisco, CA; 2014, 2015 Maker Faire, San Mateo CA, received "2014 Best in Class" and two "Editor's Choice" awards; 2015 Rockage 4.0, San Jose, CA.		
	Co-founder / Advisor Game Development Club at San Jose State University		2007 - 2015
	A student organization of game makers and enthusiasts. Exhibitions coordinated: Rockage, San Jose, CA; SubZERO, San Jose, CA; Maker Faire, San Mateo CA; Works, San Jose, CA; San Jose State University. (all recurring)		
	Co-founder / Curator Cooperative Gaming Coop		2012 - 2013
	Launched as an exhibition for ZER01 2012, the Coop is a DIY arcade and game center. Both arcade cabinets and games are made by the community. It exists as a place where we can swap our old games or games we made, play games by our friends and family. A space that we own as gamers. Exhibitions at Works, San Jose, CA; San Jose State University; ZER01 Garage, San Jose, CA.		

Co-creator / Curator

2010 - 2011

Learn to Play

Curated selections of poetic, artistic, and artful games that embody the qualities of human existence, focusing on the experience of play and learning who and what we are. Exhibitions include Learn to Play, Learn to Play Too, and Learn to Play: Craft and Punishment with shows at Euphrat Museum of Art in Cupertino, CA and Evergreen Valley College Art Gallery in San Jose, CA.

Artist

2010

MFA Prep Course

MFA Prep Course is an artist simulator and training application for those seriously considering advanced degrees in the field of visual arts. Collaboration: Marek Kopolka. Exhibited at Works/San Jose, San Jose, CA; The Black Gallery, San Jose State University. Featured on *Indiegames.com*, *Gamamoto*, *Superlevel.de*, *PAMPIG*, *PC Gamer*, *seite360.de* and *Softpedia*.

Publications

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

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

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

"Reversible Automata / Irreversible Automata", in *ex_XX Post Position* by Jason Challas & Sheila Malone (pp. 6) Works/San Jose, 2006

"John Bruneau Interviews Cory Arcangel", *Switch Journal for New Media*, issue 19, 2004

Speaking

Panel Moderator, "Helicopter Race: The Movie", Babycastles Film Festival, Babycastles Gallery, NY, NY, 2017

Panelist, "Utilizing Video Game Hardware and Software in Art, Science, and Music", Art Music Technology Festival, San Diego Art Institute, San Diego, CA, 2017

Guest Lecture, "Gameart as Web Design", San Jose State University, San Jose, CA, 2016

Guest Lecture, "Punk Games", Parsons School of Design, New York, NY, 2016

Presenter, "Learn About Game Development", College of San Mateo, San Mateo, CA, 2016

Keynote Address, "Ludum Dare 34 at Babycastles" Babycastles Gallery, New York, NY, 2015

Presenter, "Art Talk with John Bruneau", Babycastles Academy, Babycastles Gallery, NY, NY, 2015

Panel Moderator, "San Jose State Game Development Panel", Rockage 4.0, San Jose, CA, 2015

Workshop, "Level Up", Foster City Library, Foster City, CA, 2014

Presenter, "Student Game Development at San Jose State University", Rockage 3.0, San Jose, CA, 2014

Presenter, "An Evolution of Art and Independent Games", Campbell Library, Campbell, CA, 2013

Presenter, "Learning and Games at San Jose State University", Rockage 2.0, San Jose, CA, 2013

Presenter, "The Third Faction", Inter-Society for the Electronic Arts, Nuru Ziya Lounge, Istanbul, Turkey, 2011

Presenter, "The 3rd Faction: Human Rights in Virtual Worlds", Evergreen Valley College, San Jose, CA, 2011

Presenter, "The 3rd Faction: Demand Player Sovereignty", School of Fine, Performing, and Communication Arts, University of West Florida, Pensacola, FL, 2011

Workshop, "My Avatar: The Game of Life", Adobe Youth Voices, 01SJ: Visions of the Future Workshops, San Jose, CA, 2010

Guest Lecture, "Games as Art", Gavilan College, Gilroy, CA, 2009, 2010

Panelist, "Not Learning from Net.Art: The Rise of Newer Media", College Art Association Annual Conference, Dallas, TX, 2008

Presenter, "Web Design & Interactive Media", Major Conversations: Art Institute of California, San Francisco, CA, 2008

Presenter, "John Bruneau Retrospective", Artists Teaching Art: San Jose State University, San Jose, CA, 2008

Workshop, "Data Communication Across Worlds", Virtual Environments: University of California, San Diego, La Jolla, CA, 2008

Panel Moderator, "Gaming the System", Borders Boundaries & Liminal States Conference, Second Life, 2007

Presenter, "John Bruneau Retrospective", Arroyo High School, San Lorenzo, CA, 2007

Workshop, "Flash Production", Santa Catalina Lower School, Monterey, CA, 2007