

John Bruneau

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Summary I am an internationally exhibiting artist, teacher, and game developer based in Brooklyn, New York. I hold a faculty position at The Parsons School of Design where I teach game design. I am also the academic program director at Babycastles Gallery in Manhattan. My goal is to find new, innovative ways to improve education through technology and most importantly, keep learning fun.

Experience **Lecturer, Design and Technology - Game Design** 2015 - present
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, environments, systems, and storytelling as well as examining both modern AAA and indie titles. Additional Roles: New School Game Club Faculty Advisor, 2018 BFA Thesis Exhibition Coordinator.

Visting Instructor, School of Art - Game Design 2016 - present
Pratt Institute

Develop and instruct capstone classes focusing on high level game design concepts, and practical development in C# and Unity. Lectures cover hard and soft skills, production roles, marketing, and shipping a completed product. Previous Depts: School of Continuing and Professional Studies.

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, Department of Computer Science 2005 - 2014
San Jose State University

Developed and instructed 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. Roles: Learning and Games Consortium, San Jose State Game Developers Club Cofounder / Faculty Advisor, Evidence Centered Design collaboration with SRI International. Previous Depts: 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)

Skills	Languages	Applications	Production
	HTML, CSS, Sass	Adobe Creative Suite	Web Development
	Javascript, jQuery, AngularJS	Unity, C#	Game Design
	Actionscript	Final Cut	UI / UX Design
	PHP	Premiere Pro	Visual Design
	Python	WordPress	Video Production
	C, C++	Max/MSP/Jitter	Graphic Design

Education **MFA in Digital Media Arts** 2002 - 2006
Cadre Laboratory for New Media, San Jose State University

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) 1997 - 2001
University of California, San Diego

Awards: 1998-2001, Provost Honors, Received 7 times

Game/Art	<p>Academic Program Director / Co-founder 2015 - present Babycastles Gallery 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; Newline, 2015; Crash Report, 2016; Game Environments, 2017; Cool Down, 2017</p> <p>Co-founder / Artist 2008 - present Third Faction Institute LLC 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.</p> <p>Co-founder / Artist 2006 - present Ars Virtua 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.</p> <p>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.</p>
Speaking	<p>Guest Artist / Advisor, "Game Design Studio", CSU Summer Arts, Fresno State University, Fresno, CA, 2017</p> <p>Panelist, "Utilizing Video Game Hardware and Software in Art, Science, and Music", Art Music Technology Festival, San Diego Art Institute, San Diego, CA, 2017</p> <p>Panel Moderator, "Helicopter Race: The Movie", Babycastles Film Festival, Babycastles Gallery, NY, NY, 2017</p> <p>Guest Lecture, "Gameart as Web Design", San Jose State University, San Jose, CA, 2016</p> <p>Guest Lecture, "Punk Games", Parsons School of Design, New York, NY, 2016</p> <p>Presenter, "Learn About Game Development", College of San Mateo, San Mateo, CA, 2016</p> <p>Keynote Address, "Ludum Dare 34 at Babycastles" Babycastles Gallery, New York, NY, 2015</p> <p>Presenter, "Art Talk with John Bruneau", Babycastles Academy, Babycastles Gallery, NY, NY, 2015</p> <p>Panel Moderator, "San Jose State Game Development Panel", Rockage 4.0, San Jose, CA, 2015</p> <p>Workshop, "Level Up", Foster City Library, Foster City, CA, 2014</p> <p>Presenter, "Student Game Development at San Jose State University", Rockage 3.0, San Jose, CA, 2014</p> <p>Presenter, "An Evolution of Art and Independent Games", Campbell Library, Campbell, CA, 2013</p> <p>Presenter, "Learning and Games at San Jose State University", Rockage 2.0, San Jose, CA, 2013</p> <p>Presenter, "The Third Faction", Inter-Society for the Electronic Arts, Nuru Ziya Lounge, Istanbul, Turkey, 2011</p> <p>Presenter, "The 3rd Faction: Human Rights in Virtual Worlds", Evergreen Valley College, San Jose, CA, 2011</p> <p>Presenter, "The 3rd Faction: Demand Player Sovereignty", School of Fine, Performing, and Communication Arts, University of West Florida, Pensacola, FL, 2011</p> <p>Workshop, "My Avatar: The Game of Life", Adobe Youth Voices, 01SJ: Visions of the Future Workshops, San Jose, CA, 2010</p>

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