

John Bruneau

Artfail.com | john@artfail.com | 2020

Internationally exhibiting game maker and artist

Experience

Lecturer, Design and Technology

Parsons School of Design - The New School
August 2015 - present

Developing and instructing undergraduate game design courses, covering rapid game production, playtesting, iterative design, XR, interface, systems, environments, narrative, and player interaction. Instruction in Unity and C#.

Exhibition Coordinator | New School Game Club Faculty Advisor

Lead VR Programmer, Senior Designer

Mighty Immersion
January 2019 - March 2020

Led the design and development of virtual reality games and experiences, using standard and alt-control interfaces. Worked with healthcare providers and researchers to develop immersive therapies for pain and anxiety, physical therapy and rehab, and safer alternatives to pharmaceuticals.

Senior Developer, Gamesmith

Innovation Games - Conteneo Inc.
2013 - 2016

Developed and deployed serious games on multiple platforms. Games targeted business performance improvement through collaborative play. Development in Javascript, jQuery, Angular, HTML and Sass on top of a Scala back-end.

Titles: Weave | Decision Engine | Idea Engine | Strategy Engine
Award: "Common Ground for Action" Launch

Lecturer, Computer Science

San Jose State University
2005 - 2014

Developed and instructed graduate and undergraduate capstone game production courses in collaboration with SRI International and the Learning and Games Consortium. Instruction in Unity, C#, Python, OpenGL, GameMaker, and Flash.

Exhibition Coordinator | SJSU Game Dev Club Faculty Advisor
Awards: 2014 Maker Faire "Best in Class" & two "Editor's Choice"

Education

MFA in Digital Media Arts
Cadre Laboratory for New Media
San Jose State University

Awards: Karaoke Ice Software
Slayer | Cadre Fengqui Award

BA in Interdisciplinary
Computing in the Arts
University of California, San Diego

Awards: 7 Provost Honors

Skills

Languages:
C# | Javascript | jQuery | Angular
PHP | HTML5 | CSS3 | Sass
Python | C++

Interactive and Multimedia:
Unity | Photoshop | Audition
Premier | Final Cut Pro
Max/MSP/Jitter

Mobile Game Development:
iPhone | Android

XR Development:
Vive | Oculus | Daydream | ARKit

Project Development:
Sourcetree | Acunote | Trello
Slack | Discord