

# michael bruner

## immersive designer

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## Work Experience

### **Simply Sand Play** / Lead Unity Developer

May 2020 - Present

Building and maintaining a virtual sand tray therapy application allowing for counselors to engage their clients in a socially distant world. Ensuring a high quality user experience across all platforms.

### **Noiland Collective** / Touchdesigner Developer

August 2020 - November 2020

Creating bespoke playback solution in touchdesigner for "NHKS4220 Bar Illusion" for Artechouse in NYC and DC. Creation of real-time VFXs and projection mapping system for permanent public installation.

### **Part Time Evil** / Technical Artist

December 2018 - August 2019

Did research and development on a computer vision based skeletal tracking system using a single RGB camera for mobile devices. Additionally, created VFXs to be used in a realtime rendered film.

### **Soft Interaction Lab** / VR Unity Developer

January 2017 - August 2018

Worked on multiple research projects involving VR and tangible interfaces. Presented scholarly and artistic work at multiple conferences including Siggraph Asia 2017, CHI 2018, PQ 2019.

## Skills

### **Designing**

Bringing an idea to life involves planning and visualizing. Creating flowcharts, spreadsheets, 2D and 3D renders are all part of actualizing a concept. I'm experienced with Maya, Blender, Substance, Photoshop, and Vectorworks.

### **Programming**

Executing a design often involves working across multiple software and hardware platforms. I have experience in Unity (C#), Touchdesigner (Python), After effects, Watchout and Qlab.

## Education

### **University of Texas** / M.F.A. Integrated Media

Graduation: May 2021, Austin, TX

### **Texas A&M University** / B.S. Visualization

Graduated: May 2017, College Station, TX

## Productions

### **K! :D D: Ö** / Media Designer and Developer

December 2020, Texas Performing Arts Residency

### **(Re)Current Unrest** / Projection Designer

October 2020, Texas Performing Arts Residency

### **Marcus; Or the Secret of Sweet** / Scenic and Projection Designer

February 2020, University of Texas

### **Maybe Happy Ending** / Projection Assistant

January 2020, Alliance Theatre

### **Upwell** / VR Artist, Developer, Designer

June 2019, Prague Quadrennial 2019 - Blue Hour

## Scholarly Work

Seo, J. H. , Bruner, M. (2019). Upwell: Performative Immersion Hybridizing Two Worlds. Tangible, Embedded and Embodied Interactions (TEI) 2019. Arts and Performance. Arizona.

Seo, J. H. , Bruner, M. & Ayres, N. (2018). Aura Garden: Collective and Collaborative Aesthetics of Light Sculpting in Virtual Reality . Human Computer Interaction (CHI) 2018. Art Exhibition. Montreal.

Seo, J. H. , Smith, B. & Bruner, M. (2017). Anatomy Builder VR. SIGGRAPH Asia 2017. VR Showcase. Bangkok.