

michael bruner

immersive designer

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Work Experience

University of Texas / Tech Art TA

January 2019 - Present

Assisted in the teaching of a Unity Tech Art class that covered a range of topics including shader authoring, tool building, and rendering optimization.

Part Time Evil / Unity Developer

December 2018 - Present

Did research and development on a computer vision based skeletal tracking system using a single RGB camera. Focused on finding solutions capable of running real time on mobile devices.

Bitloft / Game Designer

February 2018 - October 2018

Designed and developed game mechanic prototypes for an educational game teaching biology. Worked with other designers to refine and improve game play experience.

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, and CHI 2018.

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, 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

Future Traditions / Media Designer

May 4th 2019, Museum of Human Achievement

39 Inside / Media Designer

April 15th 2019, New Works Festival

DRT Fortitude / Projection Designer

March 5th 2019, University of Texas

Populated Playground / Interactive Engineer

January 25th 2019, University of Texas

Upwell / Media Designer

April 15th 2018, Texas A&M

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.