

Michael Bruner

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EDUCATION

- 2018 – 2021 **M.F.A., Integrated Media / Live Design**, *Department of Theatre and Dance*
University of Texas, Austin, Texas
- 2013 - 2017 **B.S., Visualization**, *Department of Architecture*
Texas A&M University, College Station, Texas

PROFESSIONAL EXPERIENCE

- 2024 - Present **Instructional Assistant Professor, College of Performance, Visualization and Fine Art, Texas A&M University**
Teaching interactive design and studio courses, covering Unreal Engine, TouchDesigner, and physical computing. Focusing on human centered design and new media technologies.
- 2023 - 2024 **Visiting Lecturer, College of Performance, Visualization and Fine Art, Texas A&M University**
Currently teaching interactive design and studio courses. Focusing on human centered design and new media technologies.
- 2021 - Present **Co-Founder / Designer, Interactive Nature**
Co-founded a live experience design studio working in both physical and digital media.
Notable clients and projects include J.P. Connelly, The Experiential Company, and Rooster Teeth.
- 2020 – Present **Lead Developer, Simply Sand Play**
Creation and maintenance of all aspects of multi-platform virtual sandtray therapy application. Ensuring a quality user experience across platforms.
- Fall 2021 **Lecturer, Department of Theatre and Dance, University of Texas**
Taught a graduate level Integrated Media studio for part of the semester while Sven Ortel was on extended leave. Studio covered using UE4 with realtime skeletal tracking to animate Meta Humans.
- 2021 **Unity Developer, Aquifer Motion**
Worked as a C# programmer on a user facing animation application. Implemented new features, systems and user interfaces to make the application more accessible and intuitive for users.
- 2021 **Workshop Instructor, The Interactive HQ**
Created a series of video workshops covering Virtual Production techniques inside of Unreal Engine for the Interactive HQ.
- 2020 **TouchDesigner Developer, Noiland Collective**
Creation of real-time VFXs and projection mapping system for eight projector permanent installation.
Install at ARTECHOUSE in NYC and DC locations.
- 2017-2018 **VR Unity Developer, Soft Interaction Lab**
Research and development for VR training, learning experiences, and artistic expression for higher education.

SKILLS

TouchDesigner	Unity	Unreal Engine	Adobe Creative Suite	OBS
Vectorworks	Arduino	C#	HTML/CSS/JS	Python
Disguise	Watchout	System Design	Vectorworks	Qlab
Maya	Blender	Substance	Projection Mapping	UX Design

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DESIGN EXPERIENCE

2024	<i>Luna Li Tour Visuals</i> / Touchdesigner Developer / dir. Will Tallent / Austin, TX
2024	<i>Node Art Night</i> / Projection and Media Designer / Austin, TX
2024	<i>Rudder Projection Mapping</i> / Projection and Media Design / College Station, TX
2023	<i>Seismic Dance Festival</i> / Installation and Lighting Designer / Austin, TX
2023	<i>Art Island - Events</i> / Projection Designer / Austin, TX
2022	<i>The Snowy Day</i> / Scenic and Projection Designer / dir. Darcell Bios / Magik Theater, San Antonio, TX
2022	<i>Tesla Cyber Rodeo</i> / Touchdesigner Developer / GigaFactory, Austin, TX
2022	<i>Fusebox Festival</i> / Projection Designer / Distribution Hall, Austin, TX
2021	<i>Elemental Media</i> / Designer and Producer / New Works Festival, Austin, TX
2021	<i>Eyes On The Sky</i> / Designer and Developer / Integrated Media, Austin, TX
2021	<i>Year of the Tiger</i> / Media Engineer / dir. Khristián Méndez Aguirre / UT, Austin, TX
2020	<i>(Re)Current Unrest</i> / Projection Designer / dir. Charles O. Anderson / UT, Austin, TX
2020	<i>NHKS4220</i> / System Engineer and Programmer / dir. Sven Ortel / ARTECHHOUSE, NYC
2020	<i>K ! :D D: Ö</i> / Media Designer and Developer / Frank WoMen Collective / Texas Performing Arts
2020	<i>Marcus; Or the Secret of Sweet</i> / Scenic and Projection Designer / dir. Robert Ramirez / UT, Austin, TX
2020	<i>Maybe Happy Ending</i> / Projection Assistant / dir. Michael Arden / Alliance Theatre, Atlanta, GA
2019	<i>39 Inside</i> / Projection Designer / dir. Jose Martinez / New Works Festival, Austin, TX
2019	<i>Upwell</i> / VR Artist, Developer, Designer / Prague Quadrennial - Blue Hour / Czech Republic
2019	<i>DRT Fortitude</i> / Projection Designer / dir. Charles O. Anderson / UT, Austin, TX
2019	<i>Future Traditions</i> / Media Designer / dir. Jose Martinez / Museum of Human Achievement, Austin, TX

CONFERENCES

September 2024	SPAM New Media Festival / Art Exhibition / “Awry Awash”
August 2024	SIGGRAPH / Hands-On Lab / “Exploring Embodied Interactive Techniques”
July 2024	ISEA / Paper Presentation / “Immersive Empathy”
Fall 2023	Unreal Fest / Attendee
Fall 2022	LDI / Workshop Speaker / “XR & Virtual Production: Creating Immersive Experiences”
Summer 2019	Prague Quadrennial Blue Hour / VR Artist / “Upwell”
Spring 2018	CHI / Art Exhibition / “Aura Garden”
Summer 2017	SIGGRAPH ASIA / VR Showcase / “Anatomy Builder VR”

SCHOLARLY WORK

Bruner, Michael Andrew, William Bloodgood, and Sven Ortel. “Live Design as Living Process / by Michael Andrew Bruner.” University of Texas, 2021. Print.

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

Sungkajun, A., Seo, J. H., Bruner, M. & Simpson, Z. (2019). Flora: Exploring Spatial Memory Using Hand-held Projection. In the Proceedings of ARTECH 2019.

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.

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

GRANTS

AVPA (Academy of Visual and Performing Arts), Arts Workshop Grant. 2024

Project Title: “XR Performance and Workshops”. Role: PI (Co-PI: Hwaryoung Seo). Amount: \$1,000