Michael Bruner

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EDUCATION

2018 – 2021	**University of Texas at Austin**, Department of Theatre and Dance Master of Fine Arts in Theatre, Emphasis in Integrated Media / Live Design
2013 - 2017	**Texas A&M University at College Station,** Department of Architecture Bachelor of Science in Visualization

ACADEMIC EXPERIENCE

2024 - Present	**Texas A&M University**, College of Performance, Visualization and Fine Art **Instructional Assistant Professor** Teaching interactive design and studio courses, covering Unreal Engine, TouchDesigner, and physical computing. Focusing on human centered design and new media technologies.
2023 - 2024	**Texas A&M University**, College of Performance, Visualization and Fine Art, **Visiting Lecturer** Teaching interactive design and studio courses. Focusing on human centered design and new media technologies.
Fall 2021	**University of Texas at Austin**, Department of Theatre and Dance, **Lecturer** 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.
2018 – 2021	**University of Texas at Austin**, Department of Theatre and Dance, **Graduate Teaching Assistant** 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.
2017-2018	**Soft Interaction Lab at Texas A&M University** **Research Assistant** Research and development for VR training, learning experiences, and artistic expression for higher education.

PROFESSIONAL EXPERIENCE

2021 – Present	**Interactive Nature** Co-Founder / Designer Co-founded a live experience design studio working in both physical and digital media. Notable clients and projects include J.P. Connelly, The Forever, and Warner Brothers.

2020 – Present **Simply Sand Play**
Lead Unity Developer
Creation and maintenance of all aspects of multi-platform virtual sandtray therapy application. Ensuring a quality user experience across platforms.

2022 – 2024 **The Experiential Company (TEC)**
Creative Technologist
Worked as a contract creative technologist with TEC on a variety of high end projects over a two year period. Notable work included working as an Unreal Engine Developer on Vixi - a fan engagement platform for stadiums, used by the NFL and more.

2021 **Aquifer Motion**
Unity Developer
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 **The Interactive HQ**
Workshop Instructor
Created a series of video workshops covering Virtual Production techniques inside of Unreal Engine for the Interactive HQ.

2020 **Noiland Collective**
TouchDesigner Developer
Creation of real-time VFXs and projection mapping system for eight projector permanent installation.
Install at ARTECHOUSE in NYC and DC locations.

DESIGN EXPERIENCE

2025	*American Dance Festival* / Projection and Scenic Designer / dir. Leah Cox / Durham, NC
2025	CURRENTS New Media Festival / Media Designer / dir. Lynn Vartan / Santa Fe, NM
2025	FUSEBASH / Projection Designer / dir. Chris Conard / Austin, TX
2024	Memor-ii / Media Artist + Developer / dir. Lynn Vartan / College Station, TX
2024	Awry-Awash / Media Artist + Developer / SPAM New Media Festival / Seattle, WA
2024	*Luna Li Tour Visuals* / Touchdesigner Developer / dir. Will Tallent / Austin, TX
2024	*Group Therapy* / Projection and Scenic Designer / dir. Leah Cox / Austin, TX
2024	*Node Art Night* / Projection and Media Designer / Austin, TX
2024	*Rudder Projection Mapping* / Projection and Media Design / College Station, TX
2023	*Illumaverse* / Installation and Media Designer / Austin, TX

2023	*Seismic Dance Festival* / Installation and Lighting Designer / Austin, TX
2023	*Art Island - Events* / Projection Designer / Austin, TX
2023	*VIXI Unreal* / Unreal Engine Developer / Sports Stadiums, USA
2022	*The Snowy Day* / Scenic + Projection Designer / dir. Darcell Bios / Magik Theater, SA, TX
2022	*Tesla Cyber Rodeo* / Touchdesigner Developer / GigaFactory, Austin, TX
2022	*Fusebox Festival* / Projection Designer / Distribution Hall, Austin, TX
2021	*Elemental Media* / Designer and Producer / New Works Festival, Austin, TX
2021	*Eyes On The Sky* / Designer and Developer / Integrated Media, Austin, TX
2021	*Year of the Tiger* / Media Engineer / dir. Khristián Méndez Aguirre / UT, Austin, TX
2020	*(Re)Current Unrest* / Projection Designer / dir. Charles O. Anderson / UT, Austin, TX
2020	*NHKS4220* / System Engineer and Programmer / dir. Sven Ortel / ARTECHOUSE, NYC
2020	*K ! :D D: Ö* / Media Designer and Developer / Frank WoMen Collective / TPA
2020	*Marcus; Or the Secret of Sweet* / Scenic + Projection Designer / dir. Robert Ramirez / UT
2020	*Maybe Happy Ending* / Projection Assistant / dir. Michael Arden / Alliance Theatre
2019	*39 Inside* / Projection Designer / dir. Jose Martinez / New Works Festival, Austin, TX
2019	*Upwell* / VR Artist, Developer, Designer / Prague Quadrennial - Blue Hour / CZECH
2019	*DRT Fortitude* / Projection Designer / dir. Charles O. Anderson / UT, Austin, TX
2019	*Future Traditions* / Media Designer / dir. Jose Martinez / MOHA, Austin, TX

CONFERENCES / EXHIBITIONS

July 2025	American Dance Festival / Immersive Dance Performance / "Group Therapy"
June 2025	CURRENTS New Media Festival / AV Performance / "Memor-ii"
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.

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

GRANTS

VPI Grant, Virtual PRoduction Institute. Spring 2025
Project Title: "Virtual Production for Live Performances" Role: Co-PI (PI: Lynn Vartan) Amount: $10,000

Course Enhancement Fund, Artists and Scholars in Residence Committee. Fall 2024
Purpose: Funds to bring in two guest speakers to speak with the senior Capstone course. Amount: $500

Course Enhancement Fund, Artists and Scholars in Residence Committee. Spring 2024
Purpose: Funds to acquire additional materials for interactive vertical studio. Amount: $2,000

PVFA Travel Assistance Program, International Travel Grant. 2024
Purpose: Funds to assist with travel to ISEA 2024. Amount: $2,000

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

ACADEMIC SERVICE ACTIVITIES

Field of View 360 Film Festival. Institute of Applied Creativity. Fall 2024.
Committee Member. College Level Service. International Festival.

VizaGoGo 2024: Rudder Projection Mapping. Spring 2024
Committee Member. Department Level Service. Local Area.

APT Multimedia Design Search Committee. Spring 2024.
Committee Member. Department Level Service. National Search.

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