michael bruner
immersive designer

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Austin, Texas

Development Experience

Simply Sand Play / Lead Unity Developer

May 2020 - Present
Creation and maintenance of all aspects of multi-platform virtual sandtray therapy application.

Ensuring a quality user experience across platforms.

Part Time Evil / Unity Developer

December 2018 - Present
Development on a client mobile applications, building user interfaces and application logic.

Additional work on VFXs and shaders for experiences.

Noiland Collective / Touchdesigner Developer

August 2020 - November 2020
Creation of real-time VFXs and projection mapping system for eight projector permanent installation.

Install at ARTECHOUSE in NYC and DC locations.

Soft Interaction Lab / VR Unity Developer

January 2017 - August 2018
Research and development into VR training and learning experiences for higher education.

Skills

Unity	Unreal Engine	Touchdesigner
C#	HTML/CSS/JS	Python
Disguise	Watchout	Qlab
Maya	Blender	Substance
Photoshop	Illustrator	Vectorworks
UX Design	Game Design	System Design

Design Experience

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2020, Frank WoMen Collective, TPA Residency

(Re)Current Unrest / Projection Designer

2020, Charles O. Anderson, Bass Concert Hall

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

2020, Charles O. Anderson and Robert Ramirez, UT

Maybe Happy Ending / Projection Assistant

2020, Michael Arden, Alliance Theatre

Upwell / VR Artist, Developer, Designer

2019, Prague Quadrennial 2019 - Blue Hour

39 Inside / Media Designer

2019, Jose Martinez, New Works Festival

Populated Playground / Interactive Engineer

2019, Kaiwen Fa, University of Texas

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

References upon Request