

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
Currently 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.

PROFESSIONAL EXPERIENCE

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

DESIGN EXPERIENCE

2025	FUSEBASH / Projection Designer / dir. Chris Conard / Austin, TX
2024	Memor-ii / Media Artist + Developer / dir. Lynn Vartan / College Station, TX
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>Illumaverse</i> / Installation and Media Designer / Austin, 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 + Projection Designer / dir. Darcell Bios / Magik Theater, SA, 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 / ARTECHOUSE, NYC
2020	<i>K! :D D: Ö</i> / Media Designer and Developer / Frank WoMen Collective / TPA
2020	<i>Marcus; Or the Secret of Sweet</i> / Scenic + Projection Designer / dir. Robert Ramirez / UT
2020	<i>Maybe Happy Ending</i> / Projection Assistant / dir. Michael Arden / Alliance Theatre
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 / CZEC
2019	<i>DRT Fortitude</i> / Projection Designer / dir. Charles O. Anderson / UT, Austin, TX

2019 *Future Traditions* / Media Designer / dir. Jose Martinez / MOHA, Austin, TX

CONFERENCES

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

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

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