

John Bruneau

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Education

- M.F.A. 2006 Digital Media Arts
San Jose State University
- B.A. 2001 Interdisciplinary Computing and the Arts Major
University of California San Diego

University Teaching Experience

- 2012 - present Lecturer, Department of Art and Art History, San Jose State University. Designed, and taught Art Games and Interactive Media course. Instruction focused on game design, programming in Actionscript, and recent directions in the Gameart movement.
- 2007 - 2011 Lecturer, Interactive Media Design, Art Institute of California – San Francisco. Designed, and taught a variety of interactive media courses for the department. Courses focus around programming in the arts, virtual worlds, social game design, and animation.
- 2006 - 2009 Lecturer, Department of Television Radio Film and Theater, San Jose State University. Designed, and taught Multimedia Production and Performance course. Instruction focused on site design, animation, and game programming; utilizing the Adobe Flash software package.
- 2005 Teaching Associate (instructor of record), School of Art and Design, San Jose State University. Designed, and taught Art as System advanced course. Instruction focused on information systems visualization, networks, emergence, translation, gaming, alternative interface and cognition; utilizing the python programming language, OpenGL, Twisted, Pygame and SLUT.
- 2004 Graduate Assistant, School of Art and Design, San Jose State University. Assisted in teaching upper division digital media course, Digital Video: Media Ecology.
- 2003 - 2005 Teaching Assistant, School of Art and Design, San Jose State University. Assisted in teaching upper division digital media art courses, Art and Information, Introduction to Digital Media
- 2003 - 2005 Teaching Assistant, Department of Radio Television Film Theater, San Jose State University. Assisted in teaching upper division multimedia courses, Multimedia Production, Internet Production and Performance

Conferences and Symposia

- 2011 Presenter, "The Third Faction", Nuru Ziya Lounge, ISEA 2011, Artist Talks Series, Director: Stephen Kovats
- 2010 Presenter, "My Avatar: The Game of Life", Adobe Youth Voices, 01SJ: Visions of the Future Workshops, *2010 01SJ Biennial*, Lead a workshop on the blurring of gaming and reality and the how-tos of basic coding and game development in Flash.

- 2008 Panelist, "Not Learning from Net.Art: The Rise of Newer Media", New Media Caucus, *College Art Association Annual Conference*. Chairs: James Morgan, Patrick Lichty
- 2007 Panel Moderator, "Gaming the System", *Borders Boundaries & Liminal States* Conference, New Media Consortium, Second Life. Panelists: Patrick Lichty, Joseph DeLappe, Trevor Smith. Co-moderator: Kyungwha Lee. Hosted by Ars Virtua

Visiting Artist Lectures

- 2011 Presenter, "The 3rd Faction: Human Rights in Virtual Worlds" Evergreen Valley College, Delivered presentation on art, activism and social justice in game spaces. Coordinators: Vera Fainshtein and Rachel Lazo
- Presenter, "The 3rd Faction: Demand Player Sovereignty" Digital Multimedia, School of Fine, Performing, and Communication Arts, University of West Florida Delivered presentation on art, activism and social justice in game spaces. Class instructor: Thomas Asmuth
- 2010 Introduction to Digital Media, Gavilan College, Delivered presentation on games as art. Class instructor: Kyungwha Lee
- 2009 Introduction to Digital Media, Gavilan College, Delivered presentation on games, art, and technology, my inspirations, my past and current work, as well as work done by my students. Class instructor: Kyungwha Lee
- 2008 Presenter, "Web Design & Interactive Media", Major Conversations, Art Institute of California - San Francisco, Delivered presentation on my past and current work to students, faculty and staff.
- Artists Teaching Art, San Jose State University, Delivered presentation on my work, my students work, and teaching college courses in new media. Class instructor: Gale Antokal
- Virtual Environments, University of California, San Diego. Delivered lecture on http communication in Linden Scripting Language, with PHP and Flash. Class instructor: James Morgan
- 2007 Art Making, Arroyo High School. Delivered retrospective presentation on my past and current work in new media. Class instructor: Heather Bruneau
- Computer Education, Santa Catalina Lower School. Delivered talks on flash production to 7th Grade and 8th Grade classes. Class instructor: Susan Kendall

Honors/Fellowships

- 2011 Official Selection Finalist, "MFA Prep Course", Games Category CSU Media Arts Festival, California State University Fullerton
- EVC Honorarium, Evergreen Valley College, San Jose, Ca
- 2007 - 2008 Research Fellow, Cadre Laboratory for New Media, San Jose, Ca
- 2007 LACE Honorarium, Los Angeles Contemporary Exhibitions, Los Angeles, Ca

- 2006 Software Slayer, Karaoke Ice, Cadre Residency, ISEA 2006 / ZeroOne San Jose
- 2005 Fengqui Award, Cadre (Computers, Art, Design, Research and Education)
Helen Dooley Scholarship, School of Art and Design, San Jose State University
- 2003 Violet Speddy Memorial Scholarship, School of Art and Design, San Jose State University
- 1998 - 2001 Provost Honors, University of California San Diego (received 7 times)

Selected Exhibitions/Screenings/Performances

- 2011 *ISEA 2011: The 17th International Symposium on Electronic Art*, "Demand Player Sovereignty", Istanbul, Turkey. collaboration: The 3rd Faction (juried)

4th Annual SubZERO Festival, "Demand Player Sovereignty", SoFA District, San Jose, Ca

"Spectacle and Lament", SLG Publishing Art Boutiki and Comic Art Gallery, San Jose, Ca

SxM Guild Show, "MFA Prep Course" Black Gallery, San Jose State University, San Jose, Ca. Curators: Cody McCabe and Tamara Hoyt (juried)
- 2010 *San Francisco Fine Art Fair*, "Dance Dance Mortal Kombat (MKDDR)" ZER01 Reception, Fort Mason, San Francisco, Ca. Curator: Doniece Sandoval (invitational)

Ring in the New, "MFA Prep Course" Works Gallery, San Jose, Ca. (member's exhibition)

Video/Art/Video, "a message from /hug", Electronic Gallery, Salisbury University, Salisbury, Md. collaboration: The 3rd Faction, Curator: Preston Poe (invitational)
- 2009 *WoW: Emergent Media Phenomenon*, "/hug", Laguna Art Museum, Laguna Beach, Ca. collaboration: The 3rd Faction, Curator: Grace Kook-Anderson (invitational)

All for One, "훈민정음 (A Language 4 the People)" Works Gallery, San Jose, Ca (member's exhibition)

All for One, "/hug Machinima" Works Gallery, San Jose, Ca. collaboration: The 3rd Faction (member's exhibition)

Remote/Control, "Media - Me" Works Gallery, San Jose, Ca. Curators: Jason Challas and Sheila Malone. (invitational)

SubZero Block Party, "/hug Outreach" SoFA District, San Jose, Ca. collaboration: The 3rd Faction, Producer: Bruce Labadie (invitational)

Tech Tools of the Trade: Contemporary New Media Art, "Looks Very Tidy", The de Saisset Museum at Santa Clara University, Santa Clara Ca, Curator: Kathy Aoki (invitational)

- ZER01 Open House*, "Corporate Buildup" ZER01 Headquarters, San Jose, Ca.
Curator: Carla Turturici (invitational)
- ZER01 Open House*, "hug Outreach" ZER01 Headquarters, San Jose, Ca.
collaboration: The 3rd Faction, Curator: Carla Turturici (invitational)
- 2008 *re:group*, "Bombs →ROMs" Works Gallery, San Jose, Ca. (member's exhibition)
- SubZero*, "Buildup Sub-SoFA" SoFA District, San Jose, Ca. Producer: Bruce Labadie (invitational)
- 01SJ Biennial: Superlight*, "Tool Shed Days" San Jose Museum of Art, San Jose, Ca (FUSE residency) Artistic Director: Steve Dietz, collaboration: Red76
- Streaming Museum*, "Looks Very Tidy", Seven Contents and Second Life, Federation Square, Melbourne Australia, Curator: Kerrie-Dee Johns, Ars Virtua New Media Center, Dowden, Second Life, Curator: Rubaiyat Shatner
- The Art of Teaching*, "Sticky Anonymity", The Art Institute of California - San Francisco, Faculty Art Show, Curator: Gigi Gallinger-Dennis
- 2007 *On / Off - Art in the Digital Era*, "Looks Very Tidy" Cabrillo Gallery, Aptos, Ca (juried) Curator: Sheila Malone, collaboration: James Morgan
- The Three Minute Film Festival*, "Slow Progress for Democracy Accompanied by Flipper", Root Division, San Francisco, Ca. collaboration: Thomas Pierre Asmuth, James Pierre Morgan
- Housewarming*, "Seed" Works Gallery, San Jose, Ca. (member's exhibition)
- Our Man in Havana: The Vacuum Cleaner in Art*, "Looks Very Tidy" Gallery Aferro, Newark, NJ. Curator: Emma Wilcox, collaboration: James Morgan
- Karaoke Ice*, LACE, Los Angeles, Ca (invitational) collaboration: LACE Team, Nancy Nowacek, Katie Salen, Marina Zurkow
- Body of Works*, "Scrapper and Mixmaster: Portraits of Robots That Form the Legs of Other Robots" Works Gallery, San Jose, Ca. (open)
- 2006 *ex_XX Post Position*, "Reversible Automata / Irreversible Automata" ISEA 2006 / ZeroOne, Works Gallery, San Jose, Ca. (invitational) Curators: Jason Challas and Sheila Malone.
- Karaoke Ice*, ISEA 2006 / ZeroOne, San Jose, Ca (Cadre residency)
collaboration: Thomas Asmuth Sarah Lowe, Kristin O'Friel, Owen Premore, Corrie Tse, Michael Weisert, Nancy Nowacek, Katie Salen, Marina Zurkow
- Lift Off!* "Sticky Anonymity" San Jose Institute of Contemporary Art, San Jose, Ca. (invitational) Curator: Fanny Retsek
- BodyDaemon*, "The Castellanos Combat! Client"
ISEA 2006 / ZeroOne, South Hall, San Jose, Ca. (juried)
White Gallery, San Jose State University, San Jose, Ca. (invitational)
- Desert Bus*, White Gallery, San Jose State University, San Jose, Ca. (solo)
collaboration: Chris Head, James Morgan, - Club for New Media

- Art Along the Avenue*, "Buildup Behind Bars" 4348 San Pablo Avenue
Emeryville, Ca. (juried)
- 2005 *Reversible Automata / Irreversible Automata*, M.F.A. Thesis Exhibition, Gallery II,
San Jose State University, San Jose, Ca. (solo)
- Synaesthesia*, Black Gallery / White Gallery, San Jose State University, San
Jose, Ca. (solo) Collaboration: Art as System class
- Levels of Abstraction*, Gallery II, San Jose State University, San Jose, Ca. (solo)
Collaboration: Kyungwha Lee
- Joint Venture 2005*, "n0easyAnswersThisTime" HP Pavilion, San Jose, Ca.
(invitational) Collaboration: Michael Chernobrod
- 2004 *Dungeon Invaders*, Department of Computer Science, San Jose State University,
San Jose, Ca. Collaboration: Elton Sanchez
- Prototype: OmniVision*, Candidacy Exhibition, Gallery II, San Jose State
University, San Jose, Ca.
- San Jose Downtown Storefront Exhibition*, "24-Hour Surveillance [Finally, I'm
Being Noticed]" The Phantom Galleries, San Jose, Ca. (invitational)
Curators: James Morgan, Matt Haberman, Michael Brown
- The Silicon Valley Golf Classic*, Silicon Valley, Ca
Collaboration: Cadre
- 2003 *Armed for the Blackout Showcase*, "Chicken" University Theater, San Jose, Ca.
(juried) Curators: Michael Velasquez, Kanako Ota, James Yan
- n0easyAnswersThisTime*, Black Gallery, San Jose State University, San Jose,
Ca. (solo) Collaboration: Michael Chernobrod
- Polyphonic Peelings*, Works Gallery, San Jose, Ca. (juried)
Collaboration: Ema Harris-Sintamarian
- Polyphonic Peelings*, McBean Theater, San Francisco, Ca. (juried)
Collaboration: Ema Harris-Sintamarian
- 2001 *Any3Letters.Com*, Batcher's Thesis Exhibition, Center for Research in
Computing and the Arts, La Jolla, Ca. (solo)

Exhibitions Curated

- 2011 *Craft & Punishment*, The Evergreen Valley College Art Gallery, San Jose, Ca
- Learn to Play Too*, The Euphrat Museum of Art, De Anza College, Cupertino, Ca
- 2010 *Learn to Play*, 2010 01SJ Biennial, The Euphrat Museum of Art, De Anza
College, Cupertino, Ca
- 2005 *Switch_Curatorial*, Switch Journal for New Media, issue 20
- 2003 *Switch_Curatorial*, Switch Journal for New Media, issue 18

Publications

- 2011 "The Future of Gaming (Oyunların Geleceği)" *Skylife Magazine*, Nov 2011
- 2004 "John Bruneau Interviews Cory Arcangel," *Switch Journal for New Media*, issue 19

Bibliography

- 2011 Tim Wee, "Browser Game Pick: MFA Prep Course (Marek Kapolka and John Bruneau)", *Indie Games: The Weblog*, Jul 18, 2011
- Florian Bayer, "Antispiel: MFA Prep Course", *Drei Sechzig: Blog für Kulture*, Jul 18, 2011
- Pietro Polsinelli, "Five smart, different, creative indie browser games - MFA Prep Course: Café", *Gamamoto*, Sep 1, 2011
- Lewis Denby, "This week's best free PC games" *PC Gamer*, Jul 22, 2011
- 2010 Michelle Chang, "Lean to Play at De Anza Collage Euphrat Museum of Art", *KCTV1.9 News*, Oct 2, 2010
- Jeff Kam, "GreenPrix, LearnToPlay, and Into the Trees", *ZER01 Blog*, Sep 20, 2010
- Donovan Farnham, "'Learn to Play' art exhibit brings video games as art to Cupertino", *The Spartan Daily*, Sep 19, 2010
- Julia Bradshaw, "ZERO1: Learn to Play – Games as Art at the Euphrat Museum of Art", *ARTSHIFT San Jose*, Sep 18, 2010
- Chris Head, "Hack: Use a Guitar as a Fight-Game Controller", *PC World: Geek Tech*, May 21, 2010
- Sam Prestianni, "Not Your Typical Fort Mason Art Fair", *SF Weekly*, May 19, 2010
- Donovan Farnham, "Game Club Gears Up for Conference", *The Spartan Daily*, Feb 23, 2010, p.3
- 2009 Dave Barton, "Boobs, Bloodshed and Some Actual Art at Laguna Art's 'World of Warcraft' Show", *OC Weekly*, June 24, 2009
- Mike Fahey, "World Of Warcraft: The Art Exhibit", *Kotaku*, Jun 15, 2009
- Eric Caoil, "Laguna Art Museum to Present 'WoW: Emergent Media Phenomenon'" *Game Set Watch*, June 10, 2009
- Grant Wahlquist, "War Games", *Riviera Magazine*, June 2009, p. 56
- Peter Frank, "WoW: Emergent Media Phenomenon", *THE Magazine*, June 14 - October 4, 2009
- Mike Schramm, "Laguna Art Museum hosts WoW art exhibit", *WoW.com*, Jun 13th 2009,

- David Ng, "Laguna Art Museum lures World of Warcraft fanboys (and Ozzy fans too)", *Los Angeles Times*, August 14, 2009
- 2008 Christiane Paul, *Digital Art*, 2nd edition, Thames & Hudson, New York, NY, 2008.
- Marcos Blanco, "Game Development Club at SJSU reaches a whole new level", *The Spartan Daily*, Sept 8, 2008, p.4
- Julia Bradshaw, "SoFA (South of Market) presents a 01SJ/First Friday Bash", *ARTSHIFT San Jose*, June 7, 2008
- Kuniko Vroman, "ZERO1SJ/FUSE," *Switch Journal for New Media*, issue 25
- 2007 Elina Shatkin, "Karaoke Ice Marries Frosty Desserts and Crooning" *Los Angeles Times, Calendar Live*, August 30, 2007
- 2006 Jo-Anne Green, "networked_performance: BodyDaemon: A Bio-Responsive Internet Server" *Turbulence*, June 13, 2006
- Gary Singh, "Art on the Edge", Cover Story, *Metro Silicon Valley*, San Jose, Ca. Aug 2, 2006, vol.22, no.22, p.24
- Roger Thomasson, "The Artful City", *Wired*, New York, NY. Aug 2006, p.56
- Jason Challas, Sheila Malone, *ex_XX Post Position*, Exhibition Catalogue, Works Gallery, San Jose, Ca. Jul-Aug 2006, p.6
- 2004 Stephan Hechenberger, "Human Machine Interface," *Switch Journal for New Media*, issue 19
- James Morgan, "Downtown Exhibition," *Switch Journal for New Media*, issue 19
- Joel Slayton, "The Silicon Valley Golf Classic," *Switch Journal for New Media*, issue 19

Technical Skills

- Languages Python, C, C++, OpenGL, Lingo, Actionscript 2 & 3, HTML / XHTML, CSS, XML, XSLT, Basic, Java, Javascript, PHP, MySQL, LSL, WoW macro script
- Applications Max/MSP, Jitter, Flash, Processing, Director, Dreamweaver, Photoshop, Final Cut Pro, Adobe Premiere Pro, Media 100, Soft Image, Bryce, Pro Tools, Adobe Audition, Sound Forge, Drupal, Joomla!, WordPress, Navicat, phpMyAdmin, Second Life (modeling/coding)
- Physical Circuit Design, Physical Prototyping, Circuit Printing, Hardware Hacking, Arduino, BASIC Stamp

Organizations

- 2008 -present The 3rd Faction, Founding Member, Azeroth
- 2007 -present SJSU Game Development Club, Co-founder, Faculty Advisor, San Jose State University, San Jose, Ca
- 2006 -present Works / San Jose, Member, San Jose, Ca

2004 -present Ars Virtua, Founding Member, Webmaster, Machinimist, Maker of Things
Synthetic Worlds, ArsVirtua.com

2009 Tasmena, Technology Consultant, Web Programmer, MenaLabs Media
Coordinator, Dubai, UAE

2004 -2007 Co-Founder, Vice President, San Jose, Ca

Additional Professional Experience

2006 - present Program Technologies Specialist, The Carnegie Foundation
for the Advancement of Teaching, Stanford, Ca.
Data management and Analytics, Web Development, Logos and Branding, User
Interface Design, Application development, Video production.
Projects include: KEEP Toolkit, Gallery of Teaching & Learning, Carnegie
Classifications, Carnegie Views Podcasts, Carnegie Connections,
Carnegiefoundation.org.

2005 - 2006 Web Developer, San Jose Convention and Visitors Bureau, San Jose, Ca.
New site development and programming for sanjose.org and subsidiaries,
working primarily with PHP, CSS, MySQL and Flash

2004 - 2007 Flash Programmer (freelance), Epicure Digital, Los Angeles, Ca
Actionscript programming and Flash problem solving for digital menu boards and
signs on a project by project basis

References

Available upon request.