John Bruneau

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EDUCATION

2006	MFA, Digital Media Arts, San Jose State University
2001	BA, Interdisciplinary Computing and the Arts, University of California San Diego

UNIVERSITY TEACHING EXPERIENCE

2021 - pres.   **Lecturer, Tandon School of Engineering, Department of Computer Science and Engineering, New York University**
Courses: Introduction to Game Programming

2015 - pres.   **Lecturer, Design and Technology, Parsons School of Design, The New School**
Courses: *Game Systems, Creative Coding Unity, Game Environments, Game Collaboration, Games 101, Responsive Design for Digital Layouts*

2016 - 2018   **Visiting Instructor, Art | Professional Studies, Pratt Institute**
Courses: *Game Production II, Game Engines: Unity*

2006 - 2014   **Lecturer, Computer Science | Art & Art History | Film & Theater, San Jose State University**
Courses: *Art Games and Interactive Media, Game Design Studio, Multimedia Production, Advanced Practical Computing Topics, Advanced Topics in Computer Science*

2007 - 2011   **Lecturer, Web Design and Interactive Media, Art Institute of California - San Francisco**
Courses: *Multiuser Authoring, Intermediate Authoring, Fundamentals of Authoring, Introduction to Video, Advanced Web Animation, Special Topics for Animation*

2005   **Teaching Associate (Instructor of Record), Art & Art History, San Jose State University**
Course: *Art As System*

2003 - 2005   **Graduate Assistant, Art & Art History | Film & Theater, San Jose State University**
Courses: *Art and Information, Introduction to Digital Media, Digital Video: Media Ecology, Multimedia Production, Internet Production and Performance*

HONORS AND AWARDS

2021   Impact Game Award (for Out For Delivery), Indiecade, Los Angeles, CA / Online
Student Award, Immersive Category (for Out For Delivery), BAFTA, Los Angeles, CA / Online
Nominated, Best Creative Non-Fiction (for Kinfolk), Tribeca Film Festival, New York, NY
Nominated, Best XR for Change (for Kinfolk), Games for Change, New York, NY / Online

2018   Out of the Box Award (for Oath), Indiecade East Game Jam, Museum of the Moving Image, Queens, NY

2014   Best in Class (for *Litewall and Interactive Projects)*, Maker Faire Bay Area, San Mateo, CA
Two Editor's Choice Awards (for *Litewall and Interactive Projects)*, Maker Faire Bay Area, San Mateo, CA

2011   Second Place Finalist (for *MFA Prep Course)*, CSU Media Arts Festival Games Category, California State University Fullerton, Fullerton, CA
EVC Honorarium, Evergreen Valley College, 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, CA

2005   Fengqui Award for Outstanding Teaching, Cadre Laboratory for New Media, San Jose, CA
Helen Dooley Scholarship, School of Art and Design, San Jose State University, San Jose, CA

2003   Violet Speddy Memorial Scholarship, School of Art and Design, San Jose State University, San Jose, CA

SELECTED SOLO AND COLLABORATIVE PROJECT EXHIBITIONS AND SCREENINGS

2011   *Spectacle and Lament,* SLG Publishing Art Boutiki and Comic Art Gallery, San Jose, CA (invitational)

2007   *Karaoke Ice*, LACE, Los Angeles, CA, collaborators: LACE Team, Nancy Nowacek, Katie Salen, Marina Zurkow (invitational)

2006   *Desert Bus*, White Gallery, San Jose State University, San Jose, CA, collaborators: Chris Head, James Morgan,   - Club for New Media

2005   *Reversible Automata / Irreversible Automata,* MFA Thesis Exhibition, Gallery II, San Jose State University, San Jose, CA
            Levels of Abstraction, Gallery II, San Jose State University, San Jose, CA, collaborator: Kyungwha Lee

2004   *Prototype: OmniVision*, Candidacy Exhibition, Gallery II, San Jose State University, San Jose, CA

2003   *Polyphonic Peelings,* Works Gallery, San Jose, CA, collaborator: Ema Harris-Sintamarian (juried)
            Polyphonic Peelings, McBean Theater, San Francisco, CA, collaborator: Ema Harris-Sintamarian (juried)
            n0easyAnswersThisTime, Black Gallery, San Jose State University, San Jose, CA, collaborator: Michael Chernobrod

2001   *Any3Letters.Com*, Batcher's Thesis Exhibition, Center for Research in Computing and the Arts, La Jolla, CA

SELECTED GROUP EXHIBITIONS, SCREENINGS, AND PERFORMANCES

2022   Indie Game Revolution, "Out For Delivery," Museum of Pop Culture, Seattle, WA, collaborator: Heart Street (invitational)
            Now Play This, "Out For Delivery," Somerset House, London, UK, collaborator: Heart Street (invitational)

2021   Tribeca Festival, "Kinfolk," New York, NY, collaborator: Pariah Interactive, Movers and Shakers (juried)
            Games for Change Festival, "Kinfolk," New York, NY / Online, collaborator: Pariah Interactive, Movers and Shakers (juried)
            Game Devs of Color Expo, "Out For Delivery," New York, NY, collaborator: Heart Street (juried)
            IndieCade, "Out For Delivery," Los Angeles, CA, collaborator: Heart Street (juried)

2020   *Electro Concierge*, "Donky Kong Bath Time" Super MAGFest, National Harbor, MD collaborators: Flan Falacci, Karl Hohn (invitational)

2019   *RS-XCADE: Presented By Puma and Gizmodo*, "127BPM," Lightbox, New York, NY, curator: Sonya Belakhlef (invitational)
            Game Developers Conference, "Babycastles Business Center," San Francisco, CA, collaborator: Babycastles
            MAGFest Indie Videogame Showcase, "127BPM," Super MAGFest, National Harbor, MD, collaborator: Yuxin Gao (juried)
            MAGFest Indie Tabletop Showcase, "Oath," Super MAGFest, National Harbor, MD, collaborator: Yuxin Gao (juried)

2018   *Zarvot Launch Event*, "Vicious Virus Vs," Babycastles Gallery, New York, NY, curator: Sam Eng (invitational)
            Games About Protest, "Red White & Blue," Babycastles Gallery, New York, NY, curator: Ben Johnson (juried)
            Graffiti Games, "127BPM," Play NYC, The Manhattan Center, New York, NY (invitational)
            Death by Audio Arcade NYC Dev Demo Night, "Vicious Virus Vs," Cloud City, Brooklyn, NY (juried)

            Electro Concierge, "Dance Dance Mortal Kombat," Super MAGFest, National Harbor, MD (invitational)

2017   *Store 2*, "Future Flower," Babycastles Gallery, New York, NY (juried)
Fantastic Arcade Opening Party, "Future Flower," Fantastic Fest, Scratchouse, Austin, TX (invitational)
Delete Me, "Messlife," New Wight Gallery, Los Angeles, CA, collaborator: Lee Tusman

2015   *Rockage 4.0*, "River_Snake" and "Litewall_Pong, San Jose, CA (invitational)
Maker Faire Bay Area, "Litewall and Interactive Projects", San Mateo, CA (invitational)

2014   *After Dark: Glow*, "River_Snake" and "Litewall_Pong," The Exploratorium, San Francisco, CA (invitational)
Maker Faire Bay Area, "Litewall and Interactive Projects", San Mateo, CA (invitational)

2013   *SubZERO Festival*, "Litewall_Pong," CODAME, San Jose, CA, curator: Kevin Koechley (invitational)
SubZERO Festival, "Cooperative Gaming Co-op," CODAME, San Jose, CA, curator: Kevin Koechley (invitational)
Maker Faire Bay Area, "Litewall, Interactive Video, DIY Games", San Mateo, California (invitational)
Rockage 2.0, "Indie and Student Games Arcade," San Jose, CA (invitational)
May First Friday at ZER01 Garage, "Cooperative Gaming Co-op," ZER01 Garage, San Jose, CA (invitational)
ArtHouse, "GameDev Club Arcade," ZER01 Garage, San Jose, CA (invitational)
The Cadre Show, "Cooperative Gaming Co-op," Haldan Art Gallery, Lake Tahoe Community College, South Lake Tahoe, CA, curator: Kyungwha Lee (invitational)

2012   *URAL Biennial*, "V2V: Valley to Valley," Ekaterinburg, Russia, collaborator: Ars Virtua (juried)
Zero1 Biennial, "V2V: Valley to Valley," TechShop, San Jose CA, collaborator: Ars Virtua (juried)
Innoprom, "V2V: Valley to Valley," Yekaterinburg, Russia, collaborator: Ars Virtua (juried)
Optimism, Pessimism, Nihilism, Works!, "Zineistar," Works Gallery, San Jose, CA, collaborators: Anna Anthropy, Daphny David, James Morgan (member's exhibition)
Big Reality, "Not a Hero (in the traditional sense)," 319 Scholes, Brooklyn, NY, curator: Brian Droitcour (invitational)
Big Reality, "DPS: Demand Player Sovereignty," 319 Scholes, Brooklyn, NY, curator: Brian Droitcour (invitational)

2011   *ISEA 2011: The 17th International Symposium on Electronic Art*, "Demand Player Sovereignty," Istanbul, Turkey, collaborator: The 3rd Faction (juried)
4rth Annual SubZERO Festival, "Demand Player Sovereignty," San Jose, CA
SxM Guild Show, "MFA Prep Course," Black Gallery, San Jose State University, San Jose, CA, curators: Cody McCabe, Tamara Hoyt (juried)

2010   *San Francisco Fine Art Fair*, "Dance Dance Mortal Kombat," 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, collaborator: The 3rd Faction, curator: Preston Poe (invitational)

2009   *WoW: Emergent Media Phenomenon*, "/hug," Laguna Art Museum, Laguna Beach, CA, collaborator: 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, collaborator: The 3rd Faction (member's exhibition)
Remote/Control, "Media - Me," Works Gallery, San Jose, CA, curators: Jason Challas, Sheila Malone (invitational)
SubZero Block Party, "/hug Outreach," San Jose, CA, collaborator: The 3rd Faction, producer: Bruce Labadie (invitational)
Tech Tools of the Trade: Contemporary New Media Art, "Looks Very Tidy," The de Saisset Museum, 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, collaborator: The 3rd Faction, curator: Carla Turturici (invitational)

2008   *re:group*, "Bombs ¬ROMs," Works Gallery, San Jose, CA (member's exhibition)

SubZero, "Buildup Sub-SoFA," San Jose, CA, producer: Bruce Labadie (invitational)

01SJ Biennial: Superlight, "Tool Shed Days," San Jose Museum of Art, San Jose, CA, artistic director: Steve Dietz, collaborator: Red76 (FUSE residency)

Streaming Museum, "Looks Very Tidy," Seven Continents and Second Life, Federation Square, Melbourne Australia curator: Kerrie-Dee Johns, 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, curator: Sheila Malone, collaborator: James Morgan (juried)

The Three Minute Film Festival, "Slow Progress for Democracy Accompanied by Flipper," Root Division, San Francisco, CA, collaborators: 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, collaborator: James Morgan

2006   *ex_XX Post Position*, "Reversible Automata / Irreversible Automata," ISEA 2006 / ZeroOne, Works Gallery, San Jose, CA, curators: Jason Challas, Sheila Malone (invitational)

ISEA 2006 / ZeroOne, "Karaoke Ice," San Jose, CA, collaborators: 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, curator: Fanny Retsek (invitational)

BodyDaemon, "The Castellanos Combat! Client," ISEA 2006 / ZeroOne, San Jose, CA (juried)

BodyDaemon, "The Castellanos Combat! Client," White Gallery, San Jose State University, San Jose, CA (invitational)

Art Along the Avenue, "Buildup Behind Bars," 4348 San Pablo Avenue, Emeryville, CA (juried)

2005   *Joint Venture 2005*, "n0easyAnswersThisTime," HP Pavilion, San Jose, CA, collaborator: Michael Chernobrod (invitational)

2004   *San Jose Downtown Storefront Exhibition*, "24-Hour Surveillance [Finally, I'm Being Noticed]," Phantom Galleries, San Jose, CA, curators: James Morgan, Matt Haberman, Michael Brown (invitational)

San Jose Downtown Storefront Exhibition, "Polyphonic Peelings," Phantom Galleries, San Jose, CA, collaborator: Ema Harris-Sintamarian (invitational)

The Silicon Valley Golf Classic, "Sun Microsystems," Silicon Valley, CA, collaborators: Cadre Seminar

2003   *Armed for the Blackout Showcase*, "Chicken," University Theater, San Jose, CA, curators: Michael Velasquez, Kanako Ota, James Yan (juried)

CURATING AND ORGANIZING

2021   *Our Cosmos: Parsons BFA DT Thesis Showcase*, Babycastles, New York, NY, Online

2020   *Game Engines Beyond Games*, Babycastles, New York, NY, Online

        Babycastles' Electro Concierge, Super MAGFest, National Harbor, MD

2019   *ENTER PLAYMODE: Parsons Design and Technology Showcase*, Wonderville, Brooklyn, NY

        PlayTech, Parsons School of Design, New York, NY

        Zarvot Launch Event, Babycastles Gallery, New York, NY

	Into the Dark: Narakan Launch Event, Babycastles Gallery, New York, NY
	Babycastles' Electro Concierge, Super MAGFest, National Harbor, MD
2018	*NullReferenceException: Parsons DT x Babycastles,* Babycastles Gallery, New York, NY
	Synthesis: Design and Technology BFA Thesis Exhibition, Parsons School of Design, New York, NY
	Babycastles' Electro Concierge, Super MAGFest, National Harbor, MD
2017	*CoolDown: Parsons DT x Babycastles,* Babycastles Gallery, New York, NY
	Game Environments, Babycastles Gallery, New York, NY
2016	*Crash Report: Parsons DT x Babycastles,* Babycastles Gallery, New York, NY
2015	*Newline: Parsons DT x Babycastles,* Babycastles Gallery, New York, NY
	John and Zara's Kyle's Hot Ronny Rumble III, Babycastles Gallery, New York, NY
2014	*In(die),* Gallery Eight, San Jose State University, San Jose, CA
2013	*Ourcade,* Gallery Eight, San Jose State University, San Jose, CA
2012	*Cooperative Gaming Co-op,* Zero1 Biennial, Works Gallery, San Jose, CA
	Glitch Gallery: Press Start to Art, Gallery 5, San Jose State University, San Jose, CA
	BURN OUT, Gallery II, San Jose State University, San Jose CA
2011	*Craft & Punishment,* The Evergreen Valley College Art Gallery, San Jose, CA
	Learn to Play Too, The Euphrat Museum of Art, Cupertino, CA
2010	*Learn to Play,* 2010 01SJ Biennial, The Euphrat Museum of Art, Cupertino, CA
2005	*Synaesthesia,* Black Gallery, San Jose State University, San Jose, CA
	Synaesthesia, White Gallery, San Jose State University, San Jose, CA
	Art as System, White Gallery, San Jose State University, San Jose, CA
	Switch_Curatorial, Switch Journal for New Media, issue 20
2003	*Switch_Curatorial,* Switch Journal for New Media, issue 18

PUBLICATIONS

2015	"Interview with Third Faction," *Gamenvironments*, issue 2, Oct 2015, p. 140-152
2012	"Third Faction" and "Not a Hero" In Brian Droitcour *Big Reality*. Raleigh, N.C.: Lulu / Brian Droitcour, Mar 9, 2012, p. 59, 103-106
2011	"The Future of Gaming (Oyunların Geleceği)," *Skylife Magazine*, Nov 2011, p. 68
2006	"Reversible Automata / Irreversible Automata" In Jason Challas & Sheila Malone, *ex_XX Post Position*, Aug 2006, p. 6
2005	"John Bruneau Interviews Cory Arcangel," *Switch Journal for New Media*, issue 19, Feb 2005

PRESS

2022	Carrie Wood, "Con Recap: MAGFest 2020," *Scoop*, Oct 5, 2022
	Catherine Jhee, "XR's Potential for Engagement and Impact in Student-Centered Learning," Joan Ganz Cooney Center, Aug 3, 2022
	Laurie D. Willis, "Virtual event to highlight local historical figures of color," Wake Forest News, Mar 22, 2022
	Trevor Smith, "Technology is Transforming the Ways in Which we Archive Black History," The Plug, Mar 10, 2022
	"Why You Need to Know About These Black Founders Building Tech to Fight Injustice," Fast Forward, Feb 18, 2022

2021	Kirstyn Brendlen, "Banjo bonanza: Buff Brooklynites take aim at Brooklyn Folk Festival's annual banjo toss" *Brooklyn Paper,* Nov 15, 2021
	"App That Helps Students Dive into Black History Using AR," Big Deal Media, Aug 16, 2021
	Javeria Salman, "Building virtual monuments to Black historical figures," The Hechinger Report, Jul 14, 2021
	Joshua McWhirter, Idris Brewster, and Glenn Cantave, "A Monumental Shift," Guernica, Mar 15, 2021
	Jasmin Askew, "On the road to Tribeca: Made with Unity games and social impact experiences," Unity Blog, Jun 9, 2021
	Karla Rodriguez, "Here's How Movers & Shakers NYC Brought Netflix's 'Amend' to (Virtual) Life," Conplex, Apr 1, 2021
	Jupiter Hadley, "Out For Delivery Explores Being a Delivery Driver in Beijing During COVID", *Indie Games Plus*, Mar 15, 2021
	Kristi Lee Neuberger and Lori Chung, "New Black History App Highlights Historical Figures," *NY1*, Feb 23, 2021
	Valentina Di Liscia, "An AR App Wants to Correct the Scarcity of Monuments to Historical Leaders of Color," *Hyperallergic*, Feb 11, 2021
	Kenyatta Victoria, "Glenn Cantave and Idris Brewster share the story behind Movers & Shakers," Rolling Out, Feb 9, 2021
	Anagha Srikanth, "How AR is bringing Black history to life for middle schoolers across America," *The Hill*, Jan 29, 2021
	Nina Freeman, "Nina Freeman's Top 10 Games of 2020", *Giant Bomb*, Jan 19, 2021
2020	Stacy Chandler, "BONUS TRACKS: The Banjo Toss Goes Virtual, Musicians Talk Voting, and Songs to Save Venues," *No Depression*, Oct 16, 2020
	Zeus Zou, "Kapital Koopas: Experience Beijing Waimai Delivery for Yourself and Join the Bilibili Dance Challenge," *The Beijinger*, Jul 24, 2020
	Jason Li, "Travel the World From Home With These Immersive, Accessible Video Games," *Hyperallergic*, Jul 14, 2020
	Ellen Glover, "Movers & Shakers Launches New App to Teach Black History Using AR," *Built in NYC*, May 29, 2020
	Tim Wee, "Warp Door's Top 20 Games," *Warp Door*, May, 2020
	Robert Yang, "The powerful presence of non-presence in "Out For Delivery" by Yuxin Gao, Lillyan Ling, Gus Boehling," *Radiator*, May 29, 2020
2018	Robert N. Adams, "127 BPM - Dance Pad Racing on NYC Streets," *Tech Raptor*, Aug 13, 2018
	Matt Hawkins, "Tourists In NYC, Much Like Those Who Invade The Mushroom Kingdom, Move Too Damn Slow," *Attract Mode*, Aug 22, 2018
	Eva Kis, "Inside Play NYC, New York's largest video game convention," *Metro, New York*, Aug 8, 2018
	Stephanie Chan, "Play NYC game festival's Graffiti Games celebrates immigrant stories," *Venture Beat,* July 25, 2018
	Jacob Wood, "The Road to Play NYC - Good Graffiti," *Indie Hangover*, Jul 27, 2018
2013	Jeremy Hunsinger, *Learning and Research in Virtual Worlds*, Abingdon UK: Routledge, Sep 13, 2013, p.9
	Victor Depardieu, "MFA Prep Course, l'énorme foutage de gueule vidéoludique," *Le Blog d'un Cochon Aviateur au Nom Hybride*, Sep 7, 2013
	Victor Rosso, "One of the biggest jokes in the flash game world," *Sens Critique*, Aug 24, 2013
	Chad Comeau, "Fun Free Browser Games," *Fring Frang*, Aug 07, 2013
2012	Gary Singh, "Counting to ZERO1," *San Jose Metro*, Sep 5, 2012
	Thyra Phan, "Social interaction of arcades recreated at Gaming Co-Op," *Spartan Daily*, Oct 11, 2012, p.1
	David Kim, "Cooperative Gaming Co-op," *ZERO1 – The Art and Technology Network Blog,* Sep 9, 2012
	Ceci Moss, "Critics' Picks: New York," *Art Forum*, Mar 22, 2012
	Amanda Holst, "Virtual Peacemakers," *SJSU Washington Square*, Winter 2012, p.8

2011   Pierre Corbinais, "MFA Prep Course," *l'Oujevipo*, Jul 22, 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
        Herr Fabu, "MFA Prep Course," *Superlevel*, Jul 18, 2011

2010   Michelle Chang, "Learn to Play at De Anza College Euphrat Museum of Art," KCTV 1.9 News, Sunnyvale, CA, Oct 2, 2010
        Donovan Farnham, "Exhibit blurs lines between video games and art," *The Spartan Daily*, Sep 20, 2010, p.8
        Jeff Kam, "GreenPrix, LearnToPlay, and Into the Trees," *ZER01 Blog*, Sep 20, 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   Mary Flanagan, *Critical Play: Radical Game Design*, Cambridge MA: The MIT Press, Aug 2009, p. 217-218
        Brian Droitcour, "Interview with Grace Kook Anderson," *Rhizome*, Sep 4, 2009
        Grant Wahlquist, "War Games," *Riviera Magazine*, June 2009, p.56
        Dave Barton, "Boobs, Bloodshed and Some Actual Art at Laguna Art's 'World of Warcraft' Show," *OC Weekly*, Jun 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*, Jun 10, 2009
        Ashley Breeding, "Art of Online War," *Los Angeles Times,* Jun 12, 2009
        Richard Chang, "'World of Warcraft' quest leads to Laguna," *Orange County Register,* Jun 19, 2009
        Peter Frank, "WoW: Emergent Media Phenomenon," *THE Magazine*, Jun 14 - Oct 4, 2009
        Mike Schramm, "Laguna Art Museum hosts WoW art exhibit," WoW.com, Jun 13, 2009
        Penelope Umbrico, "Second Life's Ars Virtua," BOMB Magazine, Apr 1, 2008
        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, New York NY: Thames & Hudson, 2008, p.246
        Steve Dietz, et al. *Superlight*, San Jose CA: ZER01, 2008
        Marcos Blanco, "Game Development Club at SJSU reaches a whole new level," *The Spartan Daily*, Sep 8, 2008, p.4
        Julia Bradshaw, "SoFA (South of Market) presents a 01SJ/First Friday Bash," *ARTSHIFT San Jose*, Jun 7, 2008
        Kuniko Vroman, "ZERO1SJ/FUSE," *Switch Journal for New Media*, issue 25
        Penelope Umbrico, "Second Life's Ars Virtua," *BOMB Magazine*, Apr 1, 2008
        Bre Pettis, "ISEA 2006 Wrap-Up," *Make:*, Feb 29, 2008

2007   Elina Shatkin, "Karaoke Ice Marries Frosty Desserts and Crooning," *Los Angeles Times*, Aug 30, 2007
        Elina Shatkin, "Rock and rolling down your street," *Los Angeles Times,* Aug 30, 2007
        Ross Tuttle, "Pop Songs (and Popsicles) with a Bullet," *LA Weekly*, Sep 7, 2007
        Fiend Ludwig, "Ars Virtua hosts CADRE Speaker Salons," *First Person : Second Life*, Apr 12, 07

2006   Jo-Anne Green, "networked_performance: BodyDaemon: A Bio-Responsive Internet Server," *Turbulence*, Jun 13, 2006

Gary Singh, "Art on the Edge," Cover Story, *Metro Silicon Valley*, Aug 2, 2006, vol.22, no.22, p.24

Roger Thomasson, "The Artful City," *WIRED*, Aug 2006, p.56

Sheila Malone, "Cadre 20th Anniversary Exhibition at ISEA," *Switch*, issue 22

Peter Hall, "San Jose's Missing Soul," *Metropolis Magazine*, Nov 8, 2006

Marian Liu, "Follow the Bouncing Squirrel," *San Jose Mercury News*, Aug 9, 2006: 1E

Mark De La Vina, "ZeroOne Goes Down as a Hit," *San Jose Mercury News*, Aug 15, 2006: 1A

Sean Neil, "ISEA + Zero One '06 with Sean Neil," *Haudenschild Garage*, Aug 2006

Nancy Nowacek, Katie Salen, Marina Zurkow. "CADRE Residency: Karaoke Ice," *Switch Journal,* issue 22, 2006

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

CONFERENCES, PANELS, AND WORKSHOPS

2019   Presenter, *Oath,* MAGFest Indie Tabletop Showcase, Super MAGFest, National Harbor, MD, co-presenter: Yuxin Gao

2017   Guest Artist / Advisor, *Game Design Studio,* CSU Summer Arts, Fresno State University, Fresno, CA, Coordinator: James Morgan

Panelist, *Utilizing Video Game Hardware and Software,* Art Music Technology Festival, San Diego Art Institute, San Diego, CA, coordinator: Ginger Shulick Porcella

Panel Chair*, Helicopter Race: The Movie,* Babycastles Film Festival, Babycastles Gallery, New York, NY, coordinator: Frank DeMarco

2015   Keynote Address, *Ludum Dare 34 at Babycastles: Everyone's In!*, Babycastles Gallery, New York, NY, coordinator: Frank DeMarco

Presenter, *Art Talk with John Bruneau,* Babycastles Gallery, New York, NY, coordinator: Frank DeMarco

Panel Chair, *San Jose State Game Development Panel,* Rockage 4.0, San Jose, CA

2014   Instructor, *Level Up,* Foster City Library, Foster City, CA, Coordinators: Cynthia Rider, Karin Glenn-Levin

Presenter, *Student Game Development at San Jose State University,* Rockage 3.0, San Jose, CA

San Jose State University, San Jose, CA, co-presenter: James Morgan

2013   Presenter, *Learning and Games at San Jose State University,* Rockage, San Jose, CA, co-presenter: James Morgan

2011   Presenter, *The Third Faction,* ISEA 2011 Artist Talk Series, Nuru Ziya Lounge, Istanbul, Turkey, director: Stephen Kovats

2010   Presenter, *My Avatar: The Game of Life,* Adobe Youth Voices, 01SJ: Visions of the Future Workshops, Zero1 Biennial, San Jose, CA

2008   Panelist, *Not Learning from Net.Art: The Rise of Newer Media,* New Media Caucus, College Art Association Annual Conference, Dallas, TX, chairs: James Morgan, Patrick Lichty

Presenter, *Web Design & Interactive Media,* Major Conversations, San Francisco Art Institute, San Francisco, CA

2007   Panel Chair, *Gaming the System,* Borders Boundaries & Liminal States Conference, New Media Consortium Island, Second Life, panelists: Patrick Lichty Joeseph DeLappe, Trevor Smith; co-moderator: Kyungwha Lee; hosted by Ars Virtua

VISITING ARTIST ENGAGEMENTS

2020   Guest Speaker, *Artist Alumni Talk,* San Jose State University, San Jose, CA

2016	Guest Speaker, *Gameart as Web Design,* San Jose State University, San Jose, CA
	Presenter, *Learn About Game Development,* College of San Mateo, San Mateo, CA
2013	Presenter, *An Evolution of Art and Independent Games,* Campbell Library, Campbell, CA
2011	Presenter, *The 3rd Faction: Human Rights in Virtual Worlds,* Evergreen Valley College, San Jose, CA
	Presenter, *The 3rd Faction: Demand Player Sovereignty,* University of West Florida, Pensacola, FL
2010	Presenter, *Games as Art,* Gavilan College, Gilroy, CA
2009	Guest Speaker, *Introduction to Digital Media,* Gavilan College, Gilroy, CA
2008	Guest Speaker, *Artists Teaching Art,* San Jose State University, San Jose, CA
	Guest Speaker, *Virtual Environments,* University of California San Diego, San Diego, CA

TECHNICAL SKILLS

Production	Game Design, Web Development, UI / UX, Video Production, Graphic Design
XR Dev	HTC Vive, Oculus, Daydream, Apple ARKit
Languages	C#, C++, Javascript, jQuery, Angular, Python, PHP, HTML5, CSS3, Sass, BASIC
Applications	Unity, Max/MSP/Jitter, Photoshop, Audition, Flash, Premiere, Final Cut, Game Maker, WordPress, Sourcetree, Acunote, Trello, Slack, Discord
Physical	Circuit Design, Physical Prototyping, Soldering, Arduino, BASIC Stamp

ORGANIZATIONS

2018 - 2022	Faculty Advisor, New School Game Club, Parsons School of Design, New York, NY
2008 - 2020	Co-founder, The 3rd Faction, Azeroth
2004 - 2020	Co-founder, Ars Virtua, Synthetic Worlds, ArsVirtua.com
2007 - 2015	Co-founder / Faculty Advisor, SJSU Game Development Club, San Jose State University, San Jose, CA
2006 - 2015	Member, Works/San Jose, San Jose, CA
2004 - 2007	Co-Founder / Vice President, Club for New Media, San Jose, CA
2003 - 2006	Managing Editor, _switch, San Jose, CA

ADDITIONAL PROFESSIONAL EXPERIENCE

2021 - pres.	Senior Developer, Invincikids, Palo Alto, CA
2015 - 2021	Academic Program Director / Co-founder, Babycastles Gallery, New York, NY
2019 - 2020	Lead VR Programmer / Senior Designer, Mighty Immersion, Brooklyn, NY
2018 - 2020	Faculty, WeDesign, New York, NY
2013 - 2016	Senior Web Developer / Gamesmith, Conteneo Inc. (Innovation Games), Mountain View, CA
2006 - 2013	Program Technologies Specialist, Carnegie Foundation for the Advancement of Teaching, Stanford, CA

REFERENCES

 Available upon request