John Bruneau
XR Game Developer & Designer

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Experience

Senior VR Developer
Invincikids
February 2021 - present

Collaborate with medical practitioners to design and develop immersive therapies for pain management, anxiety reduction, physical therapy and rehab. Development optimized for mobile VR device APIs: Oculus Quest 2, Pico Neo 2, Pico G2, and OpenVR.

Lecturer, Computer Science & Engineering
Tandon School of Engineering - New York University
August 2021 - present

Develop and instruct undergraduate game development courses, covering desktop and mobile game production. Foundational to advanced programming in C# with Unity.

Lecturer, Design and Technology
Parsons School of Design - The New School
August 2015 - present

Develop and instruct graduate and undergraduate game design courses, covering production, playtesting, iterative design, XR, interface, systems, environments, and player interaction. Instruction in Unity and C#. New School Game Club Faculty Advisor.

Lead VR Programmer / Senior Designer
Mighty Immersion
January 2019 - March 2020

Led the design and development of clinical virtual reality games and experiences. Worked with healthcare providers and researchers to develop immersive therapies for pain and anxiety, physical therapy and rehab. Development on both room-scale and mobile VR devices.

Senior Developer / Gamesmith
Innovation Games - Conteneo Inc.
October 2013 - August 2016

Developed and deployed serious games on multiple platforms. Games targeted business performance improvement through collaborative play. Development in Javascript, jQuery, Angular, HTML and Sass on top of a Scala back-end.

Technical Skills

XR Development
Vive | Oculus | Pico | iOS | Android

Languages
C# | Javascript | HTML | Sass
PHP | Python | C++

Interactive and Multimedia
Unity | Photoshop | Audition
Premier | Final Cut | Max/Jitter

Networking and Backend
Firebase | Photon | MySQL

Project Management
Sourcetree | Acunote | Trello | Jira

Recent Games

Out For Delivery
Winner - 2021 BAFTA Student Award for Immersive
Winner - 2021 IndieCade Impact Game Award

Kinfolk
Nominated - 2021 Tribeca Film Festival Best Creative Non-Fiction
Nominated - 2021 Games for Change Best XR for Change

Education

MFA in Digital Media Arts
Cadre Laboratory for New Media
San Jose State University

BA in Interdisciplinary Computing in the Arts
University of California, San Diego