

# DAVID ANTOGNOLI

## OVERVIEW

---

Experienced game developer and educator with emphasis on simple fun, clear communication, and critically analyzing games through the lens of literary theory.

## EXPERIENCE

---

**6/2017-current**                      **Microsoft**                                      **Redmond, WA**

External Staff Content Writer (Engineering)

- Develop Unity related training material for Visual Studio and Azure.

**2012-current**                      **Columbia College Chicago**                                      **Chicago, IL**

Adjunct Instructor

- Instruct and develop courses in the Interactive Arts and Media department.
- Courses: Indie Game Sprint, Large Team Capstone, Simulation and Serious Games, Advanced Game Scripting, Game Culture, Intro to Programming

**6/2014 – 9/2014**                      **Gorilla Tactics**                                      **Amherst, MA**

Contract Programmer

- User interface development using NGUI and Unity for iOS and PC game *Ortus Regni*.

**2012-2013**                      **FlatRedBall**                                      **Lehi, UT**

Contract Game Designer

- Designed and implemented 60 levels for the Windows 8 puzzle game *Elemento*.

**2012-2013**                      **General Physics**                                      **Bloomington, IN**

Content Developer

- Designed and implemented game-based training for a major retail chain.

**2008-2011**                      **High Voltage Software**                                      **Hoffman Estates, IL**

Game Designer

- Lead the multiplayer design team for online FPS games *Conduit 2* and *The Conduit*.
- Six shipped titles.

**2007-2008**                      **Quest Atlantis**                                      **Bloomington, IN**

Game Designer

- Designed and managed the implementation of content for an educational MMO.
- Project funded by MacArthur grant.

**2006-2007**                      **Dream Catcher Interactive**                                      **Bloomington, IN**

Assistant Designer

- Wrote and edited dialog for Wii game based on the novel, *Evil Under the Sun*.

## EDUCATION

---

**2006-2008**                      **Indiana University Bloomington**                                      **Bloomington, IN**

- M.S., Immersive Mediated Environments

**2002-2006**                      **Indiana University Bloomington**                                      **Bloomington, IN**

- B.A., English; B.A., Game Design