

# DAVID ANTOGNOLI

## OVERVIEW

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Experienced game developer and educator with emphasis on using simple fun and design clarity to motivate and guide players.

## EXPERIENCE

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**2015 - Current** **Night City** **Chicago, IL**

Director

- I founded a startup for community-based game development, exhibitions, and educational resources.
- VR and AR game development.
- Partnered with nonprofit to create mobile game for fostering resilience in youths through social and emotional learning.

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

Assistant Professor of Game Design

- Instruct game design and development courses.
- Develop production oriented, career-readiness focused curriculum for top 50 program.

**6/2017- 9/2018** **Microsoft** **Redmond, WA**

Content Writer (Engineering)

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

**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 multiplayer designer 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

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**2002 - 2008** **Indiana University Bloomington** **Bloomington, IN**

- M.S., Immersive Mediated Environments
- B.A., English; B.A., Game Design