

DAVID ANTOGNOLI | CURRICULUM VITAE

Portfolio: davidantognoli.com

EDUCATION

Master of Science in Immersive Mediated Environments **2008**

Indiana University | Bloomington, IN

Bachelor of Art in Game Design **2006**

Bachelor of Art in English

Minor in Information Technology

Indiana University | Bloomington, IN

Graduated with Departmental Honors

ACADEMIC EMPLOYMENT

Assistant Professor of Game Design **2019 - Current**

Columbia College Chicago | Chicago, IL

Teach courses on game design and interactive media. Design curriculum and create original course materials and LMS content, emphasizing career readiness and DEI concepts designed to empower students as future game developers.

Courses taught:

Traditional

- INMD 240 Story Development for Interactive Media
- INMD 495 Directed Study: Game Narrative and Quest Design
- GAME 110 Introduction to Game Development
- GAME 336 Game Design II
- GAME 370 Studio Collaboration
- GAME 480 Game Studio I
- GAME 485 Game Studio II

Online

- INMD 200 Game Development with C# and Unity
- INMD 240 Story Development for Interactive Media
- GAME 105 Game Culture
- GAME 336 Game Design II
- GAME 370 Studio Collaboration
- GAME 480 Game Studio I
- GAME 485 Game Studio II

Course Writer and Facilitator **2019 - 2020**

Columbia Online | Chicago, IL

Wrote and facilitated the asynchronous online course "Game Development with C# and Unity."

Adjunct Instructor **2012 - 2019**

Columbia College Chicago | Chicago, IL

Instructed classes, designed syllabi, and administered all grades for undergraduate courses. Led multiple students through directed studies. Served as the part-time faculty representative on the Interactive Arts and Media Curriculum Committee from 2016 – 2017.

Courses taught:

- PROG 101 Introduction to Programming
- INMD 240 Story Development for Interactive Media
- GAME 110 Introduction to Game Development
- GAME 220 Simulations and Serious Games
- GAME 225 Game Engine Scripting
- GAME 320 Indie Game Sprint
- GAME 336 Game Design II
- GAME 345 Advanced Game Engine Scripting
- GAME 350 Game Development Process
- GAME 370 Studio Collaboration
- GAME 470 Indie Team Game Project
- GAME 475 Indie Team Game Studio
- GAME 480 Large Team Game Project
- GAME 485 Large Team Game Studio
- GAME 495 Directed Study: Narrative Design (Game Production)
- GAME 495 Directed Study: Encounter Design (Game Production)
- GAME 495 Directed Study: Applied Game Systems (Game Production)

Research Assistant

2007 – 2008

Indiana University | Bloomington, IN

Worked under Professor Lee Sheldon on projects related to game design and interactive media.

Associate Instructor

2006 - 2007

Indiana University | Bloomington, IN

Taught discussion sections for larger lecture format classes of 100+ students. Held office hours. Administered grades. Delivered lectures on game design and production.

Courses taught:

- TELECOM 101 Living in the Information Age
- TELECOM 206 Introduction to Design and Production

PROFESSIONAL EXPERIENCE

Manager / Founder

2020 – Current

Night City | Chicago, IL

Founded a startup for community-based game development, exhibitions, and creation of educational resources. Partnered with non-profit STRYV365 to develop game materials that foster trauma resilience in youths. Manage and mentor several aspiring developers with alumni going on to work at AAA and indie game studios.

External Staff Content Writer (Engineering)

2017 – 2018

Microsoft | Redmond Washington

Developed learning materials for using the Unity game engine with Microsoft's Visual Studio, C#, and Azure products. I wrote the public-facing documentation for using Unity with Visual Studio and Visual Studio for Mac.

Contract Programmer**2014**

Gorilla Tactics | Amherst, MA

Programmed UI for an online multiplayer Unity mobile version of a tabletop game.

Contract Game Designer**2013**

FlatRedBall | Lehi, UT

Designed and implemented puzzle levels for a mobile game.

Content Developer**2012 – 2013**

GP Strategies Corporation | Columbia, MA

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

Game Designer**2008 – 2011**

High Voltage Software | Hoffman Estates, IL

I was a driving force in the production of several console games with large budgets and large teams. I made my most significant contributions in the areas of systems and weapon design, player investment design, enemy artificial intelligence design, level design, and production management.

Though I didn't always agree with design decisions imposed by management, I got things done for them and emphasized communication and coordination between design and the other departments. If a programmer or producer had a design related question about a title I was working on, they'd talk to me.

Game Designer**2007 – 2008**

Quest Atlantis | Bloomington, IN

Designed and managed the implementation of narrative and quest content for an educational, massively multiplayer online game. The project was funded by a MacArthur Grant.

Assistant Designer**2006 – 2007**

Dream Catcher Interactive | Toronto, ON

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

BOOK CHAPTERS

- Antognoli, David. "Reconceptualizing Video Games for Community Spaces." *Augmented and Mixed Reality for Communities*, edited by Joshua A. Fisher, CRC Press, 2021.

ARTICLES AND PROCEEDINGS

- Antognoli, David and Joshua A. Fisher. "The Purposes and Meanings of Video Game Bathrooms." 2021 IEEE Conference on Games (CoG). IEEE, 2021.

GAME DEVELOPMENT

- Night City, LLC. *Brain Agents*. STRYV365, Inc., Ongoing.
- Antognoli, David and Michael Vaughn Green. *T.P.* Night City, LLC, 2020, tp.nightcitygames.com.
- Antognoli, David and Michael Vaughn Green. *The Cabeus Protocol*. Night City, LLC, 2018, cabeus.nightcitygames.com.
- Antognoli, David, et al. *Nameoki Bottleworks*. Night City, LLC, 2017, nightcity.itch.io/bottleworks.
- FlatRedBall, LLC. *Anfloga*. FlatRedBall, LLC, 2017, flatredball.itch.io/anfloga.
- FlatRedBall, LLC. *The Incredible Baron*. Black Shell Media, 2016, store.steampowered.com/app/441510/The_Incredible_Baron.
- Jon Sudbury Games. *Ortus Regni*. Jon Sudbury Games, 2014. ortusregni.com.
- FlatRedBall, LLC. *Elemento*. Veracity Solutions, 2013.
- High Voltage Software. *Victorious: Time to Shine*. D3 Publishers of America, 2011.
- High Voltage Software. *Conduit 2*. Sega, 2011.
- High Voltage Software. *Dora Saves the Crystal Kingdom*. 2K Play, 2009.
- High Voltage Software. *The Conduit*. Sega, 2009.
- High Voltage Software. *Dora the Explorer: Dora Saves the Snow Princess*. 2K Play, 2008.
- High Voltage Software. *Go Diego Go! Great Dinosaur Rescue*. 2K Play, 2008.
- AWE Productions. *Agatha Christie: Evil Under the Sun*. The Adventure Company, 2007.
- Indiana University. *Quest Atlantis*. Indiana University, 2007.

PRESENTATIONS AND SPEAKING ENGAGEMENTS

- Antognoli, David. "The Purposes and Meanings of Video Game Bathrooms." 3rd IEEE Conference on Games, 17 – 20 Aug. 2021, Virtual. Conference Presentation.
- Antognoli, David. "Rapid Prototyping for Game Development." Columbia College Chicago Alpha Lab, 2 Feb. 2020, Chicago, IL. Workshop.
- Antognoli, David. "Bad Game Design: Learning to Create Clear Interactions by Studying Bad Games." Chicago Camps UX Camp, 12 Oct. 2019, Chicago, IL. Conference Presentation.
- Antognoli, David. "IAM Game Capstone and Career Readiness." Columbia College Chicago Faculty Development Conference, May 2018, Chicago, IL. Conference Presentation.

- Antognoli, David. "Game Developers, How Do They Work?" Columbia College Chicago Alpha Lab, April 2018, Chicago IL. Lecture.
- Antognoli, David. "Build Better Games with Unity and Microsoft Azure." Microsoft Visual Studio Webinar, 7 Nov. 2017, Virtual. Workshop.
- Antognoli, David. "Independent Game Development." Quinipiac University, Apr. 2017, Virtual. Guest Lecture.
- Antognoli, David. "Kickstarter Tips You Can Actually Use!" Columbia Geek Culture Gala, Apr. 2015, Chicago, IL. Conference Presentation.

PUBLIC SCHOLARSHIP

- Antognoli, David. "Let's Play Vampire Survivors: First Impressions." *Twitch*. January 2022, [twitch.tv/videos/1275025121](https://www.twitch.tv/videos/1275025121).
- Antognoli, David. "Let's Play Prey (2017) First Impressions." *Twitch*. January 2022, [twitch.tv/videos/1260733975](https://www.twitch.tv/videos/1260733975).
- Antognoli, David. "Let's Play Dishonored." *YouTube*, 4 Jan. 2022, youtu.be/3NwTswIAYAY.
- Antognoli, David. "How to use GitHub and GitHub Desktop." *YouTube*, 19 Oct. 2021, youtu.be/igjbbGfKeG0.
- Antognoli, David and Joshua A. Fisher. "Video Game Bathroom Database." Aug. 2021, vgbathrooms.colum.edu/.
- Antognoli, David. "Duke Nukem 3D Cinema Bathroom Explained." *YouTube*, 17 Aug. 2021, youtu.be/qioT3Yxswc.
- Antognoli, David. "Bitsy conditional dialog tutorial with variables." *YouTube*, 23 Feb. 2021, youtu.be/Mrt0tk6HSvl.
- Antognoli, David. "Quake Mapping Process Journal Model." *GitHub*, 2021, github.com/dantogno/quake-map.
- Antognoli, David. "Tutorial: Create an Immersive Video Game Town." *Night City Academy*. Night City, LLC, 2021, academy.nightcity.games/2021/04/05/tutorial-create-an-immersive-video-game-town.
- Antognoli, David. "Game Project Management on GitHub." *GitHub*, 2021, github.com/dantogno/project-management-demo.
- Antognoli, David. "Common 3D Game Design Scenarios Unity Tutorial Series." *YouTube*, 18 Nov. 2020, youtube.com/playlist?list=PLPegPXNgAkLdgg6dBhjsj_vF7LpzwfBOA.
- Antognoli, David. "Playtest feedback data visualizations." *YouTube*, 23 Oct. 2020, youtu.be/BKumQabw41Q.

- Antognoli, David. "Limbo Game Feel and Level Design Analysis." *YouTube*, 5 Feb. 2020, [youtube.com/watch?v=YhHMhXSEuxs](https://www.youtube.com/watch?v=YhHMhXSEuxs).
- Antognoli, David. "Using Custom Art from Mixamo with Pixel Crushers Dialogue System." *YouTube*, 2 Dec. 2019, [youtube.com/watch?v=B7KoFSZEFcg](https://www.youtube.com/watch?v=B7KoFSZEFcg).
- Antognoli, David. "Level Design in Gone Home." *YouTube*, 8 Aug. 2019, [youtube.com/watch?v=iUMuRuajwg0](https://www.youtube.com/watch?v=iUMuRuajwg0).
- Antognoli, David. *Bad Game Design*. Night City, LLC, 2019.
- Antognoli, David. "Using .NET 4.x in Unity." *Microsoft Docs*, 2018, docs.microsoft.com/en-us/visualstudio/cross-platform/unity-scripting-upgrade.
- Antognoli, David. "Azure Storage Bird." *Microsoft Docs*, 2018, docs.microsoft.com/en-us/sandbox/gamedev/unity/samples/azure-storage-bird.
- Antognoli, David. "Facebook Authentication with Unity and Azure." *Microsoft Docs*, 2018, docs.microsoft.com/en-us/sandbox/gamedev/unity/samples/azure-facebook-auth-unity.
- Antognoli, David. "Visual Studio Tools for Unity." *Microsoft Docs*, 2018, docs.microsoft.com/en-us/visualstudio/cross-platform/visual-studio-tools-for-unity.
- Antognoli, David. "Get Started with Visual Studio Tools for Unity." *Microsoft Docs*, 2018, docs.microsoft.com/en-us/visualstudio/cross-platform/getting-started-with-visual-studio-tools-for-unity.
- Antognoli, David. "Use Visual Studio Tools for Unity." *Microsoft Docs*, 2018, docs.microsoft.com/en-us/visualstudio/cross-platform/using-visual-studio-tools-for-unity.
- Antognoli, David. "Visual Studio for Mac Tools for Unity." *Microsoft Docs*, 2018, docs.microsoft.com/en-us/visualstudio/mac/unity-tools.
- Antognoli, David. "Set Up Visual Studio for Mac Tools for Unity." *Microsoft Docs*, 2018, docs.microsoft.com/en-us/visualstudio/mac/setup-vsmac-tools-unity.
- Antognoli, David. "Program with Unity and Azure." *Microsoft Docs*, 2017, docs.microsoft.com/en-us/visualstudio/cross-platform/visual-studio-tools-for-unity-azure.
- Antognoli, David. "Using Visual Studio for Mac Tools for Unity." *Microsoft Docs*, 2017, docs.microsoft.com/en-us/visualstudio/mac/using-vsmac-tools-unity.
- Antognoli, David. "Use Azure Easy Tables and the Mobile Apps SDK with Unity." *Microsoft Docs*, 2017, docs.microsoft.com/en-us/sandbox/gamedev/unity/samples/azure-mobile-apps-unity-racer.
- Antognoli, David. "3D Character Writing Compared to 3D Level Design," *Game Design Center*, 2011, gamedesigncenter.org/3d-character-writing-compared-to-3d-level-design.

PUBLISHED GAME CRITICISM AND ARTICLES

- Sills, C. Warner, and Antognoli, David. "Wii Extra-game Features." *Indiana Daily Student*, 1 Feb. 2007, idsnews.com/article/2007/02/wii-extra-game-features.
- Brodsy, Alson and Antognoli, David. "Hunting With a Stylus." *Indiana Daily Student*, 6 Apr. 2006, idsnews.com/article/2006/04/hunting-with-a-stylus.
- Brodsy, Alson and Antognoli, David. "Mario Kart DS Not Quite Perfect," *Indiana Daily Student*, 1 Dec. 2005, idsnews.com/article/2005/12/not-quite-perfect.
- Antognoli, David. "Bioware's Beauty," *Indiana Daily Student*, 28 Apr. 2005, idsnews.com/article/2005/04/biowares-beauty.
- Antognoli, David. "'Prime' Choice for Violent Gamers," *Indiana Daily Student*, 2 Dec. 2004, idsnews.com/article/2004/12/prime-choice-for-violent-gamers.
- Antognoli, David. "From Demon Hordes to Sith Lords," *Indiana Daily Student*, 4 Nov. 2004, idsnews.com/article/2004/11/from-demon-hordes-to-sith-lords.
- Antognoli, David. "'Outbreak' of PS2 'Resident Evil' Letdown Continues," *Indiana Daily Student*, 22 Apr. 2004, idsnews.com/article/2004/04/outbreak-of-ps2-resident-evil-letdown-continues.
- Antognoli, David. "Konami Capitalizes on Snake Nostalgia," *Indiana Daily Student*, 25 Mar. 2004, idsnews.com/article/2004/03/konami-capitalizes-on-snake-nostalgia.
- Antognoli, David. "Rise to Flop." *Indiana Daily Student*, 11 Mar. 2004, idsnews.com/article/2004/03/rise-to-flop.
- Antognoli, David. "Final Fantasy Returns to Nintendo... Finally," *Indiana Daily Student*, 26 Feb. 2004, idsnews.com/article/2004/02/final-fantasy-returns-to-nintendo-finally.
- Antognoli, David. "Online Role-playing game releases for PC," *Indiana Daily Student*, 4 Dec. 2003, idsnews.com/article/2003/12/online-role-playing-game-releases-for-pc.
- Antognoli, David. "'Rogue Squadron' Returns for a 3rd Strike," *Indiana Daily Student*, 6 Nov. 2003, idsnews.com/article/2003/11/rogue-squadron-returns-for-a-3rd-strike.
- Antognoli, David. "'Hitz' Me Baby One More Time," *Indiana Daily Student*, 9 Oct. 2003, idsnews.com/article/2003/10/hitz-me-baby-one-more-time.
- Antognoli, David. "Sequel of Same 'Calibur' as Predecessor," *Indiana Daily Student*, 11 Sep. 2003, idsnews.com/article/2003/09/sequel-of-same-calibur-as-predecessor.
- Sills, C. Warner, and Antognoli, David. "F-Zero Thwarts Nintendo's Trend of Easy Games," 4 Sep. 2003, idsnews.com/article/2003/09/f-zero-thwarts-nintendos-trend-of-easy-games.
- Antognoli, David. "'Wind Waker' Blows Away the Competition," *Indiana Daily Student*, 10 Apr. 2003.
- Antognoli, David. "Robots! Arenas! Oh My!" *Indiana Daily Student*, 27 Mar. 2003, idsnews.com/article/2003/03/robots-arenasoh-my.

- Antognoli, David. "Need For Speed? Check This Out," *Indiana Daily Student*, 7 Nov. 2002, idsnews.com/article/2002/11/need-for-speed-check-this-out.

MEDIA MENTIONS AND INTERVIEWS

- Koehler, Rhiannon. "Assistant Professor of Immersive and Interactive Media Releases New Book." Columbia College Chicago, 2021, colum.edu/news-and-events/announcements/2021/assistant-professor-of-immersive-and-interactive-media-releases-new-book.
- Koehler, Rhiannon. "Assistant Professor David Antognoli on Game Design, Mentorship, and Serious Games" Columbia College Chicago, 2021, colum.edu/news-and-events/articles/2021/assistant-professor-david-antognoli-on-game-design,-mentorship,-and-serious-games.
- "Game Design Education with David Antognoli." Episode 218, *So Many Bits* from The Nerdologues, 6 Dec. 2019, nerdologues.com/podcasts/so-many-bits/episodes/218-game-design-education-w-david-antognoli.
- Bokor, Marielle. "The 2019 Playtest Party at the Logan Theatre Boasts a Brand New Batch of Creative Games From Chicago Area Developers." *Third Coast Review*, 6 Dec. 2019, thirdcoastreview.com/2019/12/06/the-2019-logan-playtest-party.
- "Playtest Night at the Logan Theatre 2019." Episode 215, *So Many Bits* from The Nerdologues, 26 Nov. 2019, <https://www.nerdologues.com/podcasts/so-many-bits/episodes/215-playtest-night-logan-theatre-2019>.
- "Four Columbia Students Named Finalists for E3 College Game Competition." Columbia College Chicago, 14 May 2019, colum.edu/news-and-events/announcements/2019/four-columbia-students-named-finalists-for-the-e3-college-game-competition.
- "2018 Excellence in Teaching Award Winners Announced." Columbia College Chicago, 7 June 2018, colum.edu/news-and-events/announcements/2018/2018-excellence-in-teaching-awards-winners-announced.html.
- Bokor, Antor. "There Was Great Local Talent at Logan Theatre's Playtest Party 2017." *Third Coast Review*, 22 Nov. 2017, thirdcoastreview.com/2017/11/22/playtest-party-2017.
- "Anfloga! Interview with David Antognoli." *3GCDudes*, 9 June 2017, youtube.com/watch?v=AN-wluxsBU0.
- "Anfloga Review." *Free Game Planet*, 2017, freegameplanet.com/anfloga-download-game.
- Broderick, Anthony. "Alumni Work in Game Design, Development." Indiana University Media School, 2015, mediaschool.indiana.edu/news/alumni-work-in-game-design-development.
- Young, Georgina. "The Incredible Baron Preview – Pixelated Strategy Done Well." *TechRaptor*, 6 Feb. 2015, techraptor.net/content/incredible-baron-preview-pixelated-strategy-done-well.
- Sheldon, Lee. *Character Development and Storytelling for Games*. Course Technology, 2013.

- Allred, Cathy. "Startups Take on War Games in Lehi," *Daily Herald*, 2013, heraldextra.com/news/local/north/lehi/startups-take-on-war-games-in-lehi/article_79f410d8-bc75-56ea-9d14-38b65dd3e296.html.
- "Can You Trust The Trust." Episode 55, *The Gamesmen Podcast*, 4 Apr. 2011, thegamesmen.com/2011/04/09/the-gamesmen-episode-55-can-you-trust-the-trust.
- Nofsinger, Eric, and Casamassina, Matt. "Making the Conduit," *IGN*, 30 Jan. 2009, ign.com/articles/2009/01/30/making-the-conduit.

GRANTS, HONORS, AND AWARDS

- Nomination for *T.P.*, REBOOT VR Game Dev Awards 2022
- Nominated for Excellence in Teaching Award, Columbia College Chicago 2022
- Nominated for Best Paper at IEEE CoG 2021, IT University of Copenhagen 2021
- Assistant Professor Research Grant, Columbia College Chicago 2021
- Travel Grant, Columbia College Chicago 2020
- Official Selection for *T.P.*, Logan Theatre Playtest Party 2019
- Part Time Faculty Development Grant, Columbia College Chicago 2018
- Official Selection for *The Cabeus Protocol*, Logan Theatre Playtest Party 2018
- Excellence in Teaching Award, Columbia College Chicago 2018
- Official Selection for *Nameoki Bottleworks*, Logan Theatre Playtest Party 2017
- Finalist for *The Incredible Baron*, Concept to Company Utah Game Wars 2013
- Finalist for *The Incredible Baron*, Salt Valley Talley Digital Media Contest 2012
- Winner for *Stanley Frost*, Best Game for Fun, PlayExpo, University of Wisconsin-Whitewater 2008
- Winner for *Stanley Frost*, People's Choice, PlayExpo, University of Wisconsin-Whitewater 2008
- Winner for *TK11D*, Best Game Design Document, PlayExpo, University of Wisconsin-Whitewater 2008

ACADEMIC SERVICE

- Academic Technology Steering Committee, Columbia College Chicago 2021 - Current
- Guest Business Owner for architecture studio practice, School of the Art Institute Chicago 2021
- Reviewer, Faculty Recognition Award, Columbia College Chicago 2020 - 2021

- Faculty Online Pedagogy Team, Columbia College Chicago 2020 – 2021
- Columbia Renegades Manifest Game Marathon Organizer, Columbia College Chicago 2020 - 2021
- Interactive Arts and Media Game Developer Conference Representative, Columbia College Chicago 2020
- Train Jam Student Ambassador Organizer, Columbia College Chicago 2019
- Game Art Search Committee, Columbia College Chicago 2019
- Manifest Game Jam Organizer, Columbia College Chicago 2018 - 2020
- Part Time Faculty Representative on the Interactive Arts and Media Curriculum Committee, Columbia College Chicago 2016 - 2017

PROFESSIONAL MEMBERSHIPS

- International Game Developer Association
- Video Game Art Society