DAVID ANTOGNOLI | CURRICULUM VITAE

dantognoli@colum.edu
Portfolio: davidantognoli.com

EDUCATION

M.Sc. in Immersive Mediated Environments   **2008**
Indiana University | Bloomington, IN

B.A. in Game Design   **2006**
B.A. in English
Minor in Information Technology
Indiana University | Bloomington, IN
Graduated with Departmental Honors

ACADEMIC EMPLOYMENT

Associate Professor of Game Design   **2025 – Current**
Columbia College Chicago | Chicago, IL

Assistant Professor of Game Design   **2019 - 2025**
Columbia College Chicago | Chicago, IL

Program Leader - Professional Certificate in AR/VR Development   **2023 - 2024**
NYU Tandon School of Engineering via Emeritus | remote
Facilitated online class meetings. Conducted office hours presentations
and career seminars. Created original learning materials.

Learning Facilitator and Game Design Subject Matter Expert   **02 - 09/2023**
MIT xPRO via Emeritus | remote
Pilot facilitator and subject matter expert for MIT's online Game Design
certificate program.

Course Writer, Subject Matter Expert, and Facilitator   **2019 - 2020**
Columbia Online | Chicago, IL
Authored new course in game development and programming. Facilitated
online class meetings. Conducted office hours.

Adjunct Instructor   **2012 - 2019**
Columbia College Chicago | Chicago, IL

Research Assistant (Game Designer)   **2007 – 2008**
Departments of Telecommunications and Education
Indiana University | Bloomington, IN

Associate Instructor   **2006 - 2007**
Department of Telecommunications
Indiana University | Bloomington, IN

RELEVANT PROFESSIONAL EXPERIENCE

Director   **2020 – Current**
Night City | Chicago, IL
Founded startup for community-based game development, festivals,
exhibitions, and creation of educational resources. Organized and curated
public events for hundreds of cumulative attendees. Partnered with non-
profits and local businesses. Developed SEL game used in Milwaukee
public schools.

External Staff Content Writer (Engineering)   **2017 – 2018**
Microsoft | Redmond Washington
Developed public learning materials for using the Unity game engine with
Microsoft's Visual Studio, C#, and Azure products.

Contract Game Programmer   **2014**
Gorilla Tactics | Amherst, MA
Developed UI for commercial online multiplayer game.

Contract Game Designer   **2013**
FlatRedBall | Lehi, UT
Designed and implemented puzzle levels for a mobile game.

Content Developer (Instructional Design)   **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

Game Designer   **2007 – 2008**
Quest Atlantis | Bloomington, IN

Assistant Designer   **2006 – 2007**
Dream Catcher Interactive | Toronto, ON

BOOK CHAPTERS

- Antognoli, David. "Interactive Narrative Design." *An Educator's Guide to Interactive Digital Narrative: Syllabi and Resources From Across the World*, edited by Fisher, et. al., Carnegie Melon University Press, 2025, https://doi.org/10.1184/R1/28923917.v2.

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

JOURNAL ARTICLES AND CONFERENCE PROCEEDINGS (REFEREED)

- Liverman E, Antognoli D, Elaiho C, et al. "Game-Based Social-Emotional Learning for Youth: School-Based Qualitative Analysis of Brain Agents." JMIR formative research vol. 9 e67550. 24 Jul. 2025, https://doi.org/10.2196/67550.

- Antognoli, David and Joshua A. Fisher. "A Proposed Taxonomy for the Design Qualities of Video Game Loading Interfaces and Processes" (full paper). Proceedings of the Digital Games Research Association International Conference (DiGRA) 2023. DiGRA, 2023, https://doi.org/10.26503/dl.v2023i1.1928.

- Antognoli, David and Joshua A. Fisher. "The Purposes and Meanings of Video Game Bathrooms" (full paper). 2021 IEEE Conference on Games (CoG). IEEE, 2021, http://doi.org/10.1109/CoG52621.2021.9619132.

MANUSCRIPTS IN SUBMISSION

- Wistow, Hollie and David Antognoli. "Trash or Treasure: A Proposed Typology of Bad Videogames." *Convergence* (in submission), 2025.

PRESENTATIONS AND SPEAKING ENGAGEMENTS

- Antognoli, et al. "Supporting local game scenes as community organizers." Panel discussion at Game Arts International Assembly (GAIA), virtual conference, 10-19 September 2024.

- "A Proposed Taxonomy for the Design Qualities of Video Game Loading Interfaces and Processes" presented at Digital Games Research Association (DiGRA) International Conference 2023. Seville, Spain. 19-23 June 2023.

- "Game Design and Research: A Survey of Methods and Applications." Presented at Les Méthodes de Recherche Créatives, 16-17 June 2022, Bordeaux Montaigne University, Bordeaux, France.

- "The Purposes and Meanings of Video Game Bathrooms."Presented at 3rd IEEE Conference on Games, 17-20 Aug. 2021, Copenhagen, Denmark.

- "Rapid Prototyping for Game Development." Workshop for Columbia College Chicago Alpha Lab, 2 Feb. 2020, Chicago, IL.

- "Bad Game Design: Learning to Create Clear Interactions by Studying Bad Games." Presented at Chicago Camps UX Camp, 12 Oct. 2019, Chicago, IL.

- "IAM Game Capstone and Career Readiness." Presented at Columbia College Chicago Faculty Development Conference, May 2018, Chicago, IL.

- "Game Developers, How Do They Work?" Presented at Columbia College Chicago Alpha Lab, April 2018, Chicago IL.

- "Build Better Games with Unity and Microsoft Azure." Presented for Microsoft Visual Studio Webinar, 7 Nov. 2017.

- "Independent Game Development." Guest lecture for Quinipiac University, Apr. 2017, Hamden, CT.

  Antognoli, David. "Kickstarter Tips You Can Actually Use!" Presented at Columbia Geek Culture Gala, Apr. 2015, Chicago, IL.

EXHIBITIONS AND FESTIVALS

- Indie City Allstars. Chicago, IL. 12 July 2025. nightcity.games/2025/06/18/indie-city-allstars-25. (Featured *Unrolled*)

- Hand Eye Society Super FESTival. Tronto, CA. 24 November 2024. handeyesociety.com/event/33826. (featured *Rude Dew*)

- Bit Bash and Japanese Arts Foundation present Kaiju Review. Chicago, IL. 19 Oct. 2024, japaneseartsfoundation.org/upcoming-events/bit-bash-x-jaf-kaiju-review. (Featured *T.P.*)

- Fantastic Games at Fantastic Fest. Austin, TX. 20 – 22 Sept. 2024, .fangoria.com/fantastic-fest-fantastic-games-lineup. (Featured *Channel: Death*)

- Bit Bash Xtreme. Chicago, IL. 31 Aug 2024, bitbashchicago.com/events/bit-bash-presents-xtreme-bit-bash. (Featured *Rude Dew*)

- Indie City Allstars. Chicago, IL. 27 July 2024, itch.io/jam/indie-city-allstars-2024. (Featured *Rude Dew*)

- Glitch Mode presents TechNoir. Chicago, IL. 20 July 2024, eventbrite.com/e/glitch-mode-presents-technoir-2024-tickets-895003859367. (Featured *Channel: Death*)

- Alt.ctrl.gdc. Game Developers Conference. San Franciso, CA. 18 – 22 Mar. 2024, gdconf.com/alt-ctrl-gdc. (Finalist: *Channel: Death*)

- Day of the Devs San Francisco Edition. San Francisco, CA. 17 Mar. 2024, dayofthedevs.com. (Featured *Channel: Death*)

- Consignment Lounge showcased game. Chicago, IL. 30 Jan. and 13 Mar. 2024, consignmentlounge.com. (Featured *Channel: Death*)

- Bit Bash Kabocha Club. Chicago, IL. 21 Oct. 2023, japaneseartsfoundation.org/upcoming-events/kabocha-club-2023. (Featured *Channel: Death*)

- Chicaghoul 2023. Chicago, IL. 20 Oct. 2023, itch.io/jam/chicaghoul23. (Featured *Channel: Death*)

- STRYV365 Trauma Symposium. Milwaukee, WI. 20 Sept. 2023, stryv365.org/pages/stryv365-trauma-symposium. (Featured *Brain Agents*)

- American Institute of Graphic Arts (AIGA Chicago) ASK + GIVE. Chicago, IL. 13 Sept. 2023, chicago.aiga.org. (Featured *Cranky Chibi Cthulhu*)

- American Institute of Graphic Arts (AIGA) Chicago ASK + GIVE. Chicago, IL, 10 May 2023, chicago.aiga.org. (Featured *Cranky Chibi Cthulhu* and *Brain Agents*)

- Jam Jam. Chicago, IL. 9 Jun. 2023, itch.io/jam/chicago-jam-jam. (Featured *Nu Horizons Waste Management*)

- STRYV365 Trauma Symposium. Milwaukee, WI. 21 Sept. 2022. (Featured *Brain Agents*)

- Play Make Learn Conference. Madison, WI. 8-9 Aug. 2022, Madison, WI. dpi.wi.gov/play-make-learn. (Featured *Brain Agents*)

- Interactive Arts and Media Faculty Showcase. Columbia College Chicago. Chicago, IL. 4 Apr. 2022 (Featured *T.P.*)

- Logan Theatre Playtest Party. Chicago, IL. 16 Nov. 2019, thelogantheatre.com/content/A+Community+Playtesting+Event. (Featured *T.P.*)

- Logan Theatre Playtest Party. Chicago, IL. 30 Nov. 2018. (Featured *The Cabeus Protocol*)

- Logan Theatre Playtest Party. Chicago, IL. 17 Nov. 2017. (Featured *Nameoki Bottleworks*)

- Concept to Company Utah Game Wars. Lehi, UT. 25 Jun. 2013. (Featured *The Incredible Baron*)

- Electronic Entertainment Expo (E3). Los Angeles, CA. 14 – 17 Jun 2010, en.wikipedia.org/wiki/E3_2010. (Featured *Conduit 2*)

- Electronic Entertainment Expo (E3). Los Angeles, CA. 2 – 4 Jun 2009, en.wikipedia.org/wiki/E3_2009. (Featured *The Conduit*)

- PlayExpo. University of Wisconsin-Whitewater, Whitewater, WI. 5 Apr. 2008, playexpo.org. (Featured *Stanley Frost: Demon Fire Hunter* and *TK11D*)

EVENT CURATION AND ORGANIZING

- Indie City Allstars 2025. Co-organizer and co-curator. Game jam showcase at Night City, Chicago, IL, 12 July 2025, nightcity.games/2025/06/18/indie-city-allstars-25.

- Playtest Planet 2024. Co-organizer and co-curator. Game festival at Night City, Chicago, IL, 16 Dec. 2024, nightcity.games/2024/11/13/playtest-planet-24.

- Games Against the Empire: Show (NYU Game Design Days). Co-curator. Exhibition at Boshi's Place, Brooklyn, NY, 21 Nov. 2024, boshis.place/events/24-11-21-games-against-the-empire-showcase.

- Games Against the Empire: Panel (NYU Game Design Days). Co-curator. Panel at Boshi's Place, Brooklyn, NY, 19 Nov. 2024, boshis.place/events/24-11-19-games-against-the-empire-panel.

- Chicaghoul 2024. Co-organizer and co-curator. Game jam showcase at Night City, Chicago IL, 26 Oct. 2024, itch.io/jam/chicaghoul-2024.

- American Institute of Graphic Arts (AIGA) Chicago October ASK + GIVE. co-organizer co-curator. Speaker series and networking event at Night City, Chicago, IL, 9 Oct. 2024, chicago.aiga.org/event/ask-give-october-2024.

- Indie City Allstars. Co-organizer and co-curator. Game jam showcase at Night City, Chicago IL, 27 July 2024, nightcity.games/2024/06/29/allstars-2024.

- Print n' Play. Co-organizer and co-curator. Game jam showcase at Night City, Chicago IL, 21 Apr. 2024, nightcity.games/2024/04/03/print-n-play.

- American Institute of Graphic Arts (AIGA) Chicago April ASK + GIVE . Co-organizer and co-curator. Speaker series and networking event at Night City, Chicago, IL, 4 Apr. 2024, nightcity.games/2024/04/03/04-10-24-ask-give.

- Idle Arcade. Co-organizer and co-curator. Exhibition at Night City, Chicago, IL, 9 Mar. 2024, nightcity.games/2024/02/13/idle-arcade.

- Playtest Planet 2023. Organizer and curator. Game festival at Night City, Chicago, IL, 15 Dec. 2023, nightcity.games/2023/11/07/playtest-planet-23.

- Chicaghoul 2023. Organizer and curator. Game jam showcase at Night City, Chicago, IL, 3-20 Oct. 2023, itch.io/jam/chicaghoul23.

- Indie City Games September Open Mic. Co-organizer. Night City, Chicago, IL, 24 Sept. 2023, nightcity.games/2023/09/12/09-24-23-indie-city-games-open-mic.

- American Institute of Graphic Arts (AIGA) Chicago September ASK + GIVE. Co-organizer and co-curator. Speaker series and networking event at Night City, Chicago, IL, 13 Sept. 2023, nightcity.games/2023/08/28/09-13-23-ask-give.

- Jam Jam 2023. Curator and organizer. Game jam showcase and music performance at Night City, Chicago, IL, 22 May - 5 June 2023, itch.io/jam/chicago-jam-jam.

- American Institute of Graphic Arts (AIGA) Chicago May ASK + GIVE. Co-organizer and co-curator. Speaker series and networking event at Night City, Chicago, IL, 10 May 2023, nightcity.games/2023/04/19/05-10-23-ask-give.

- Playtest Planet 2022. Curator and organizer. Game festival at Night City, Chicago, IL, 16 Dec. 2022, nightcity.games/2022/12/03/playtest-planet-2022.

PUBLIC SCHOLARSHIP

GAMES

- Antognoli et al. *Unrolled*. Night City, LLC, 2025, nightcity.itch.io/unrolled.

- Antognoli et al. *Legend of Zullum*. Night City, LLC, 2025, nightcity.itch.io/zullum.

- Antognoli et al. *Rude Dew*. Night City, LLC, 2024, rudedew.nightcity.games.

- Antognoli et al. *Channel: Death*. Night City, LLC, 2024, nightcity.itch.io/channel-death.

- Antognoli et al. *Nu Horizons Waste Management*. Night City, LLC, 2023, nightcity.itch.io/nu-horizons.

- Night City, LLC. *Brain Agents*. Director. STRYV365, Inc., 2022, play.brainagents.org.

- Antognoli, David and Michael Vaughn Green. *T.P.* Night City, LLC, 2020, tp.nightcitygames.com.

- Antognoli, David. *Bad Game Design*. Night City, LLC, 2019, nightcity.itch.io/bad-game-design

- 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.

ARTICLES

- Antognoli, David. "Transformation: Avatars, Role-playing, and Narrative Perspective in Games." *Game Developer*, 21 Jul. 2023, gamedeveloper.com/design/transformation-avatars-role-playing-and-narrative-perspective-in-games.

- 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. "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.

- Sills, C. Warner, and Antognoli, David. "Wii Exta-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.

PUBLIC DATABASES AND REPOSITORIES

- Antognoli et al. "Video Game Loading Interfaces Archive." 2023, loadinginterfaces.space.

- Antognoli et al. "Video Game Bathroom Database." Aug. 2021, vgbathrooms.colum.edu.

- Antognoli, David. "Quake Mapping Process Journal Model." *GitHub*, 2021, github.com/dantogno/quake-map.

- Antognoli, David. "Game Project Management on GitHub." *GitHub,* 2021, github.com/dantogno/project-management-demo.

- Antognoli et al. "Game Design Resources." *GitHub*, 2020, github.com/IAMColumbia/Game-Design-Resources.

VIDEOS

- Antognoli, David. "Antognoli, David. "Quake Level Design Starter Kit Setup Tutorial." *YouTube*, 18 September 2024, https://youtu.be/LHmZHc23z4U.

- 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. "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. "Common 3D Game Design Scenarios Unity Tutorial Series." *YouTube*, 18 Nov. 2020, youtube.com/playlist?list=PLPeqPXNgAkLdgf6dBhjsj_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.

- Antognoli, David. "Using Custom Art from Mixamo with Pixel Crushers Dialogue System." *YouTube*, 2 Dec. 2019, youtube.com/watch?v=B7KoFSZEFCg.

- Antognoli, David. "Level Design in Gone Home." *YouTube*, 8 Aug. 2019, youtube.com/watch?v=iUMuRuajwg0.

COMMERCIAL GAME DEVELOPMENT

- Little Tlaloc Interactive. *Cranky Chibi Cthulhu*. Game Designer. Little Tlaloc Interactive, 2024, store.steampowered.com/app/2631990/Cranky_Chibi_Cthulhu.

- FlatRedBall, LLC. *The Incredible Baron*. Game Designer. Black Shell Media, 2016, store.steampowered.com/app/441510/The_Incredible_Baron.

- Jon Sudbury Games. *Ortus Regni*. UI Programmer. Jon Sudbury Games, 2014, ortusregni.com.

- FlatRedBall, LLC. *Elemento*. Puzzle Designer. Veracity Solutions, 2013.

- High Voltage Software. *Victorious: Time to Shine*. Game Designer. D3 Publishers of America, 2011.

- High Voltage Software. *Conduit 2*. Game Designer. Sega, 2011.

- High Voltage Software. *Dora Saves the Crystal Kingdom*. Game Designer. 2K Play, 2009.

- High Voltage Software. *The Conduit*. Game Designer. Sega, 2009.

- High Voltage Software. Dora the Explorer: Dora Saves the Snow Princess. Game Designer. 2K Play, 2008.

- High Voltage Software. *Go Diego Go! Great Dinosaur Rescue*. Game Designer. 2K Play, 2008.

- AWE Productions. *Agatha Christie: Evil Under the Sun*. Assistant Designer. The Adventure Company, 2007.

- Indiana University. *Quest Atlantis*. Quest Writer. Indiana University, 2007.

TEACHING

COLUMBIA COLLEGE CHICAGO

In-person

- Instructor for PROG 101 Introduction to Programming
- Instructor and course developer for INMD 240 Story Development for Interactive Media
- Instructor and course developer for GAME 110 Introduction to Game Development
- Instructor for GAME 220 Simulations and Serious Games
- Instructor and course developer for GAME 225 Game Engine Scripting
- Instructor for GAME 320 Indie Game Sprint

- Instructor and course developer for GAME 336 Game Design II
- Instructor and course developer for GAME 345 Advanced Game Engine Scripting
- Instructor for GAME 350 Game Development Process
- Instructor for GAME 370 Studio Collaboration
- Instructor and course developer for GAME 480 Game Studio I
- Instructor and course developer for GAME 485 Game Studio II
- Coordinator and instructor for INMD 130 Immersive Media I

Online

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

NYU TANDON SCHOOL OF ENGINEERING

Online

- Program Leader for Professional Certificate in AR/VR Development and 3D Graphics, 2024, engineering.nyu.edu/academics/programs/ar-vr-3d-graphics.

MIT XPRO

Online

- Learning Facilitator for Game Design Certificate, 2023, xpro.mit.edu/courses/course-v1:xPRO+PCGDx1.

INDIANA UNIVERSITY BLOOMINGTON

In-person

- Associate Instructor for TELECOM 206 Introduction to Design and Production, 2007.
- Associate Instructor for TELECOM 101 Living in the Information Age, 2006.

SUPERVISION

UNDERGRADUATE INDEPENDENT / DIRECTED STUDIES

- Fall 2023: 1
- Fall 2019: 1
- Spring 2019: 3
- Spring 2018: 2
- Spring 2017: 1

UNDERGRADUATE INTERNSHIPS

Supervision of students working with Night City and STRYV365 through the US Federal Work Study Grant and internship college credit program.

- Spring 2025: 1
- Fall 2024: 1
- Summer 2024: 1
- Spring 2024: 1
- Fall 2023: 1
- Spring 2023: 1
- Fall 2022: 2
- Summer 2022: 2
- Spring 2022: 4
- Fall 2021: 2
- Summer 2021: 2
- Spring 2021: 2
- Fall 2020: 1
- Summer 2020: 1
- Spring 2020: 1

MEDIA MENTIONS AND INTERVIEWS

- Dore, Connor. "Columbia faculty member develops mental health video game used in Milwaukee Public Schools," *The Columbia Chronicle*, 8 May 2024, columbiachronicle.com/columbia-faculty-member-develops-mental-health-video-game-used-in-minnesota-public-schools.

- Interview with David Antognoli about *Five Nights at Freddy's* film adaptation. *Good Day Chicago*, WFLD-CHI (FOX), television broadcast, 26 Oct. 2023.

- 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.

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GRANTS, HONORS, AND AWARDS

- Illinois Innovation Voucher Grant, Illinois Science and Technology Coalition and Illinois Department of Commerce, $75,000, co-applicant — 2024 – 2025
- Official Selection for *Channel: Death*, Fantastic Games at Fantastic Fest — 2024
- Official Selection for *Channel: Death*, Day of the Devs San Francisco Edition — 2024
- Finalist for *Channel: Death*, alt.ctrl.gdc Award, Independent Games Festival — 2024
- 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
- Official Selection for *T.P.*, Logan Theatre Playtest Party — 2019
- Finalist for E3 College Game Competition — 2019
- Part Time Faculty Development Grant, Columbia College Chicago — 2018
- Official Selection for *The Cabeus Protocol*, Logan Theatre Playtest Party — 2018
- Winner for Excellence in Teaching Award, Columbia College Chicago — 2018
- Official Selection for *Nameoki Bottleworks*, Logan Theatre Playtest Party — 2017
- Nominated for Excellence in Teaching Award, Columbia College Chicago — 2015
- 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 AND PROFESSIONAL SERVICE

- Program Committee Member, International Conference on Interactive Digital Storytelling (ICIDS)   2024
- Core Curriculum Committee, Columbia College Chicago   2023 - Current
- School of Media Arts Curriculum Committee, Columbia College Chicago   2022 – Current
- Immersive Media Program Coordinator, Columbia College Chicago   2022 - Current
- Reviewer for Frontiers in Virtual Reality journal   2023
- Interactive Arts and Media Department Curriculum Committee Chair, Columbia College Chicago   2022 - 2023
- Academic Technology Steering Committee, Columbia College Chicago   2021 - 2023
- Reviewer for International Conference on Interactive Digital Storytelling (ICIDS)   2022
- Guest Business Owner for Architecture Studio Practice, School of the Art Institute Chicago   2021
- Judge, Azure Lux Game jam, Microsoft   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, Train Jam   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