

# DAVID ANTOGNOLI | CURRICULUM VITAE

dantognoli@colum.edu

Portfolio: [davidantognoli.com](http://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

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

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

<p><b>Director</b> Night City   Chicago, IL</p> <p>Founded startup for community-based game development, exhibitions, and creation of educational resources. Organized and curated public events with hundreds of cumulative attendees. Partnered with non-profits and local businesses. Developed SEL game used in Milwaukee public schools.</p>	<b>2020 – Current</b>
<p><b>External Staff Content Writer (Engineering)</b> Microsoft   Redmond Washington</p> <p>Developed public learning materials for using the Unity game engine with Microsoft’s Visual Studio, C#, and Azure products.</p>	<b>2017 – 2018</b>
<p><b>Contract Game Programmer</b> Gorilla Tactics   Amherst, MA</p> <p>Developed UI for commercial online multiplayer game.</p>	<b>2014</b>
<p><b>Contract Game Designer</b> FlatRedBall   Lehi, UT</p> <p>Designed and implemented puzzle levels for a mobile game.</p>	<b>2013</b>
<p><b>Content Developer (Instructional Design)</b> GP Strategies Corporation   Columbia, MA</p> <p>Designed and implemented game-based training for a major retail chain.</p>	<b>2012 – 2013</b>
<p><b>Game Designer</b> High Voltage Software   Hoffman Estates, IL</p>	<b>2008 – 2011</b>
<p><b>Game Designer</b> Quest Atlantis   Bloomington, IN</p>	<b>2007 – 2008</b>
<p><b>Assistant Designer</b> Dream Catcher Interactive   Toronto, ON</p>	<b>2006 – 2007</b>

## 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., ETC Press, in press.
- 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)

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

## MANUSCRIPTS IN SUBMISSION

- Liverman et al. "Brain Agents: Qualitative Insights on Social Emotional Learning, Resiliency, and Positive Life Experiences." *Frontiers in Psychology*, in submission.

## MANUSCRIPTS IN PREPARATION

- Antognoli et al. "Leveraging Game-Based Learning for Social-Emotional Development: A Case Study of Brain Agents." Hawaii International Conference on System Sciences, in preparation.

## PRESENTATIONS AND SPEAKING ENGAGEMENTS

- Antognoli, David. "A Proposed Taxonomy for the Design Qualities of Video Game Loading Interfaces and Processes." Digital Games Research Association (DiGRA) International Conference 2023. Seville, Spain. 19-23 June 2023.
- Antognoli, David. "Game Design and Research: A Survey of Methods and Applications." Les Méthodes de Recherche Créatives, 16-17 June 2022, Bordeaux Montaigne University, Bordeaux, France. Conference Presentation.
- Antognoli, David. "The Purposes and Meanings of Video Game Bathrooms." 3<sup>rd</sup> 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." Quinnipiac University, Apr. 2017, Virtual. Guest Lecture.
- Antognoli, David. "Kickstarter Tips You Can Actually Use!" Columbia Geek Culture Gala, Apr. 2015, Chicago, IL. Conference Presentation.

## EVENT CURATION AND ORGANIZING

- Co-organizer and co-curator. Print n' Play. Night City, Chicago IL, 21 Apr. 2024, [nightcity.games/2024/04/03/print-n-play](https://nightcity.games/2024/04/03/print-n-play).

- Co-organizer and co-curator. American Institute of Graphic Arts (AIGA) Chicago April ASK + GIVE. Night City, Chicago, IL, 4 Apr. 2024, [nightcity.games/2024/04/03/04-10-24-ask-give](https://nightcity.games/2024/04/03/04-10-24-ask-give).
- Co-organizer and co-curator. Idle Arcade. Night City, Chicago, IL, 9 Mar. 2024, [nightcity.games/2024/02/13/idle-arcade](https://nightcity.games/2024/02/13/idle-arcade).
- Organizer and curator. Playtest Planet 2023. Night City, Chicago, IL, 15 Dec. 2023, [nightcity.games/2023/11/07/playtest-planet-23](https://nightcity.games/2023/11/07/playtest-planet-23).
- Organizer and curator. Chicaghoul 2023. Night City, Chicago, IL, 3-20 Oct. 2023, [itch.io/jam/chicaghoul23](https://itch.io/jam/chicaghoul23).
- Co-organizer. Indie City Games September Open Mic. Night City, Chicago, IL, 24 Sept. 2023, [nightcity.games/2023/09/12/09-24-23-indie-city-games-open-mic](https://nightcity.games/2023/09/12/09-24-23-indie-city-games-open-mic).
- Co-organizer. American Institute of Graphic Arts (AIGA) Chicago September ASK + GIVE. Night City, Chicago, IL, 13 Sept. 2023, [nightcity.games/2023/08/28/09-13-23-ask-give](https://nightcity.games/2023/08/28/09-13-23-ask-give).
- Curator and organizer. Jam Jam 2023. Night City, Chicago, IL, 22 May - 5 June 2023, [itch.io/jam/chicago-jam-jam](https://itch.io/jam/chicago-jam-jam).
- Co-organizer and co-curator. American Institute of Graphic Arts (AIGA) Chicago May ASK + GIVE. Night City, Chicago, IL, 10 May 2023, [nightcity.games/2023/04/19/05-10-23-ask-give](https://nightcity.games/2023/04/19/05-10-23-ask-give).
- Curator and organizer. Playtest Planet 2022. Night City, Chicago, IL, 16 Dec. 2022, [nightcity.games/2022/12/03/playtest-planet-2022](https://nightcity.games/2022/12/03/playtest-planet-2022).

## PUBLIC SCHOLARSHIP

### GAMES

- Antognoli et al. *Channel: Death*. Night City, LLC, 2024, [nightcity.itch.io/channel-death](https://nightcity.itch.io/channel-death).
- Antognoli et al. *Nu Horizons Waste Management*. Night City, LLC, 2023, [nightcity.itch.io/nu-horizons](https://nightcity.itch.io/nu-horizons).
- Night City, LLC. *Brain Agents*. Director. STRYV365, Inc., 2022, [play.brainagents.org](https://play.brainagents.org).
- Antognoli, David and Michael Vaughn Green. *T.P.* Night City, LLC, 2020, [tp.nightcitygames.com](https://tp.nightcitygames.com).
- Antognoli, David. *Bad Game Design*. Night City, LLC, 2019, [nightcity.itch.io/bad-game-design](https://nightcity.itch.io/bad-game-design)
- Antognoli, David and Michael Vaughn Green. *The Cabeus Protocol*. Night City, LLC, 2018, [cabeus.nightcitygames.com](https://cabeus.nightcitygames.com).
- Antognoli, David, et al. *Nameoki Bottleworks*. Night City, LLC, 2017, [nightcity.itch.io/bottleworks](https://nightcity.itch.io/bottleworks).
- FlatRedBall, LLC. *Anfloga*. FlatRedBall, LLC, 2017, [flatredball.itch.io/anfloga](https://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](https://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](https://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](https://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](https://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](https://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](https://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](https://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](https://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](https://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](https://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](https://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](https://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](https://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](http://gamedesigncenter.org/3d-character-writing-compared-to-3d-level-design).
- 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](http://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](http://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](http://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](http://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](http://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](http://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](http://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](https://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](https://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](https://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](https://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](https://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](https://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](https://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](https://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](https://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](https://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](https://loadinginterfaces.space).
- Antognoli et al. "Video Game Bathroom Database." Aug. 2021, [vgbathrooms.colum.edu](https://vgbathrooms.colum.edu).
- Antognoli, David. "Quake Mapping Process Journal Model." *GitHub*, 2021, [github.com/dantogno/quake-map](https://github.com/dantogno/quake-map).
- Antognoli, David. "Game Project Management on GitHub." *GitHub*, 2021, [github.com/dantogno/project-management-demo](https://github.com/dantogno/project-management-demo).
- Antognoli et al. "Game Design Resources." *GitHub*, 2020, [github.com/IAMColumbia/Game-Design-Resources](https://github.com/IAMColumbia/Game-Design-Resources).

## VIDEOS

- Antognoli, David. "Let's Play Dishonored." *YouTube*, 4 Jan. 2022, [youtu.be/3NwTswlAYAY](https://youtu.be/3NwTswlAYAY).
- Antognoli, David. "How to use GitHub and GitHub Desktop." *YouTube*, 19 Oct. 2021, [youtu.be/igjbbGfKeG0](https://youtu.be/igjbbGfKeG0).
- Antognoli, David. "Duke Nukem 3D Cinema Bathroom Explained." *YouTube*, 17 Aug. 2021, [youtu.be/qioT3Yxswc](https://youtu.be/qioT3Yxswc).

- Antognoli, David. "Bitsy conditional dialog tutorial with variables." *YouTube*, 23 Feb. 2021, [youtu.be/Mrt0tk6HSvI](https://youtu.be/Mrt0tk6HSvI).
- Antognoli, David. "Common 3D Game Design Scenarios Unity Tutorial Series." *YouTube*, 18 Nov. 2020, [youtube.com/playlist?list=PLPeqPXNgAKLdggf6dBhjsj\\_vF7LpzwfBOA](https://youtube.com/playlist?list=PLPeqPXNgAKLdggf6dBhjsj_vF7LpzwfBOA).
- Antognoli, David. "Playtest feedback data visualizations." *YouTube*, 23 Oct. 2020, [youtu.be/BKumQabw41Q](https://youtu.be/BKumQabw41Q).
- Antognoli, David. "Limbo Game Feel and Level Design Analysis." *YouTube*, 5 Feb. 2020, [youtube.com/watch?v=YhHMhXSEuxs](https://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=B7KoFSZFCg](https://youtube.com/watch?v=B7KoFSZFCg).
- Antognoli, David. "Level Design in Gone Home." *YouTube*, 8 Aug. 2019, [youtube.com/watch?v=iUMuRuajwg0](https://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](https://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](https://store.steampowered.com/app/441510/The_Incredible_Baron).
- Jon Sudbury Games. *Ortus Regni*. UI Programmer. Jon Sudbury Games, 2014, [ortusregni.com](https://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 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](https://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](https://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.

- 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

## EXHIBITIONS AND FESTIVALS

- Glitch Mode presents TechNoir. Chicago, IL. 20 July, [eventbrite.com/e/glitch-mode-presents-tech noir-2024-tickets-895033859367](https://eventbrite.com/e/glitch-mode-presents-tech noir-2024-tickets-895033859367). (upcoming, invited to feature *Channel: Death*)
- Alt.ctrl.gdc. Game Developers Conference. San Francisco, CA. 18 – 22 Mar. 2024, [gdconf.com/alt-ctrl-gdc](https://gdconf.com/alt-ctrl-gdc). (Featured *Channel: Death*)
- Day of the Devs San Francisco Edition. San Francisco, CA. 17 Mar. 2024, [dayofthedevs.com](https://dayofthedevs.com). (Featured *Channel: Death*)
- Consignment Lounge showcased game. Chicago, IL. 30 Jan. and 13 Mar. 2024, [consignmentlounge.com](https://consignmentlounge.com). (Featured *Channel: Death*)
- Bit Bash Kabocha Club. Chicago, IL. 21 Oct. 2023, [japaneseartsfoundation.org/upcoming-events/kabocha-club-2023](https://japaneseartsfoundation.org/upcoming-events/kabocha-club-2023). (Featured *Channel: Death*)
- Chicaghoul 2023. Chicago, IL. 20 Oct. 2023, [itch.io/jam/chicaghoul23](https://itch.io/jam/chicaghoul23). (Featured *Channel: Death*)
- STRYV365 Trauma Symposium. Milwaukee, WI. 20 Sept. 2023, [stryv365.org/pages/stryv365-trauma-symposium](https://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](https://chicago.aiga.org). (Featured *Cranky Chibi Cthulhu*)
- American Institute of Graphic Arts (AIGA) Chicago ASK + GIVE. Chicago, IL, 10 May 2023, [chicago.aiga.org](https://chicago.aiga.org). (Featured *Cranky Chibi Cthulhu* and *Brain Agents*)
- Jam Jam. Chicago, IL. 9 Jun. 2023, [itch.io/jam/chicago-jam-jam](https://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](https://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](http://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](http://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](http://en.wikipedia.org/wiki/E3_2009). (Featured *The Conduit*)
- PlayExpo. University of Wisconsin-Whitewater, Whitewater, WI. 5 Apr. 2008, [playexpo.org](http://playexpo.org). (Featured *Stanley Frost: Demon Fire Hunter* and *TK11D*)

## MEDIA MENTIONS AND INTERVIEWS

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- 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](http://colum.edu/news-and-events/announcements/2021/assistant-professor-of-immersive-and-interactive-media-releases-new-book).
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## GRANTS, HONORS, AND AWARDS

- 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

- 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