

Sam Brunes

Technical Game Designer

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🌐 sambrunes.com



Education

Master of Science in Human Computer Interaction

Indiana University Indianapolis

January 2024 - December 2024

Bachelor of Science in Media Arts & Science

- Specialization in Game Design & Development
- Minor in Computer Science

Indiana University Indianapolis

August 2020 - December 2023



Work Experience

VR Research Assistant

[HT2 Lab, Indiana University](#)

May 2023 - Present

- Contributed to the development of VR physical rehabilitation apparatus that led to the externally funded research projects (PI: Dr. Jung):
 - “Feasibility and Translational Therapeutic Benefits of Overground, Fully Immersive VR Gait Rehabilitation Therapies”, 2025-2027, Indiana Department of Health
 - “Developing an At-Home VR Activity Training Program for People with AD/ADRD”, 2024-2027, Alzheimer’s Association
- Programmed functionality for interactive VR elements for therapy applications
- Coordinated and lead development efforts among team members
- Designed virtual environments to align with research goals
- Iterated on designs based on stakeholder feedback
- Coordinated testing and collaboration with Neuroscience center collaborators
- Deployed fully-immersive VR applications

Educational Game Design Intern

Indiana University eLearning Design & Services

Nov 2022 - Dec 2024

- Designed educational games for university students
- Programmed functionality for mobile and WebGL applications
- Interviewed potential players to gather feedback and assess usability
- Administered user testing sessions with 200+ students
- Iterated designs based on accessibility needs
- Coordinated with clients to outline design goals and gather feedback
- Published one mobile game to the Apple and Google Play stores
- Implemented database functionality

3D Modeling Research Assistant

Indiana University

April 2022 - March 2023

- 3D modeled assets and rendered image sequences to be used by the Office of Naval Research for training AI
- Documented progress throughout process, preventing overlap in work
- Communicated with other research assistants to ensure consistent quality



Academic Presentations Contributions

- F. D'Souza, J. Liu, **S. Brunes**, J. Gibson, E. J. Paek, and H.-T. Jung. “The Task Performance in a Photo-realistic VR Rehabilitation Task Conditioned on Visuospatial and Executive Skills in Young Adults: Insights from a Preliminary Study.” In American Medical Informatics Association Annual Symposium (AMIA Annual Symposium), 2025.
- J. Liu, F. D'Souza, **S. Brunes**, J. Gibson, E. J. Paek, and H.-T. Jung. “The Impact of Graphical Complexity in VR on Task Performance: Insights from a Preliminary Study.” In American Medical Informatics Association Annual Symposium (AMIA Annual Symposium), 2025.



About Me

I'm a technical game designer with experience in mobile, PC, and VR games. My greatest strength is my iterative design process. I'm flexible in my skillsets, and am always eager to learn new things! My background in educational and therapy games allows me to create designs and iterate towards a targeted experience.



Skills

- Iterative Design
- UX Design
- Programming
- Rapid Prototyping
- Systems Design
- Team coordination
- Data-driven decision making
- Feedback Oriented



Game Engines

- Unreal Engine 5
5 years of experience
- Unity3D
4 years of experience



Other Software

- Figma
- Blender
- Autodesk Maya
- Github
- Perforce Helix P4V
- Substance Painter
- Armor Paint
- Adobe Products



Awards

- Graduated with highest distinction