

Brendan Tipney

Technical Designer

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Summary

Technical designer working in XR, games and creator tools. I was the lead designer on the Quest 3 and Apple Vision Pro rebuild of Asset 15, built about 10 volumetric video demos for trade shows, and co-founded the studio that released Cloudbreaker on Steam in 2026.

I've worked directly with customers since 2008, and with enterprise customers since 2013. Years of watching where people get stuck is a big part of how I design controls and tools.

Experience

Co-founder and Lead Game Designer, Ballast Games

Remote · Jan 2025 to present

- Started a two person studio and shipped Cloudbreaker, an inventory management roguelite, on Steam in September 2026.
- Lead the project, the code and the gameplay design in Godot: combat, run structure, inventory systems and the tools behind them.
- Tuned the controls and performance for Steam Deck and set up player telemetry with Talo to guide balance changes.
- Handled the business side too. Project Management, Steamworks, a demo for Steam Next Fest in June 2026, launch planning, and creator outreach with our PR firm.

Arcturus

Remote · Jun 2021 to Oct 2024

Technical Designer · Jun 2023 to Oct 2024

- Main game designer and technical designer on Asset 15 for Meta Quest 3 and Apple Vision Pro (unreleased). We kept the volumetric captures and the story and rebuilt everything else as a full environment AR game.
- Designed two puzzle modes played entirely with hand tracking. In one, players connect OR, AND and NOR nodes in 3D space. In the other, they rebuild a volumetric capture from pieces spread around the room. Levels hang from nodes on the ceiling and get pulled down to play.
- Wrote most of the gameplay code in Unity and C# alongside one other developer, built all the custom shaders in Shader Graph, and helped run the project.
- Built about 10 volumetric demos for trade shows on Looking Glass, Leap Motion, Tilt Five, Quest 3, Vision Pro and phones. Two favorites: a hologram visitors could rotate, zoom and pan with their bare hands, and 8th Wall AR cards that played a volumetric character standing on the card.
- Prototyped an AR shopping page that put a volumetric model wearing the chosen outfit into the shopper's room.
- Helped develop HoloSuite and the HoloSuite Unity Player plugin, mostly on making the UI and controls quicker and clearer for creators.

Product Specialist · Jun 2021 to Jun 2023 (promoted to Technical Designer)

- Main contact for more than 100 HoloSuite customers, enterprise accounts included, from first install through deploying their captures in Unity and Unreal.
- Wrote the documentation and tutorials, ran onboarding and training, and worked the Arcturus booth at AWE.
- Gathered what creators struggled with and brought it to the development team as UI and workflow fixes, and edited volumetric content along the way.

Electronics Technician, Nautel

Jan 2013 to Sep 2021

- Tested, installed, repaired and supported AM and FM broadcast transmitters for customers around the world.
- Built training material and trained technicians from other countries.
- Wrote troubleshooting steps for remote sites, some only reachable by helicopter, where the instructions had to work the first time.

Earlier experience

- **VJ and installation artist, PsyPhi** (freelance), 2015 to 2021. Live visuals, projection mapped stages and interactive installations at festivals across Atlantic Canada, including Evolve, Future Forest, Kollektiv, Flash Festival and the ECMAs.
- **Fiber Optic Technician, Bell Aliant**, 2012 to 2013
- **Technical Support, Teletech**, 2011 to 2012
- **Technical Support, OLS**, 2008 to 2009

Selected projects

More at nullmoniker.ca.

- **NullKeys**. A 36 key / 11 layer wireless split keyboard with a trackpad. Designed the case in Fusion 360, printed and assembled it, and wrote the ZMK firmware and layout. Also built a small Godot app for learning the layout.
- **AR base defense prototype**. A hand tracked AR tower defense game where you mine the ground around your base for resources. Built in Godot with Claude in one evening to see how fast AI assisted prototyping can go.
- **Stretch Gallery**, Flash Festival 2018. Five interactive pieces projection mapped onto lycra stretched over frames, with a Kinect reading how people pushed into the fabric.
- **Future Forest stage**, 2019. A CNC cut plywood centerpiece lined with WS2812 LEDs, run from Resolume over Art-Net so the lights stayed in time with the visuals.

Skills

- **Design**: systems design, rapid prototyping, interaction design for spatial UI and hand tracking, tools and workflow UX, AI assisted prototyping
- **Engines and code**: Unity, Godot, C#, GDScript, Python, Shader Graph, GLSL, Unreal (deployment)
- **XR**: Quest 3, Apple Vision Pro, hand tracking and gesture input, 8th Wall, Looking Glass, Leap Motion, Tilt Five, volumetric video
- **Visuals and video**: TouchDesigner, Resolume, Blender, DaVinci Resolve, Premiere, After Effects
- **Hardware**: Fusion 360, 3D printing, CNC, electronics repair, soldering, ZMK firmware

- **People:** customer support, training, documentation and tutorials, trade show demos, project management

Education

Diploma, Electronics Engineering Technology · NSCC, 2009 to 2011