

Christopher Wnuk

Interactive Development and Design

Experience

General Manager of Technology - Meow Wolf Creative Studios

2018 - Present • Santa Fe, New Mexico

Project: Meow Wolf Las Vegas at Area 15

- Managed the technology elements of a 40,000 square foot interactive art experience
- Coordinated external contractors in the creation of unique tech elements of the exhibit
- Guided technical approach in the realization of challenging artistic concepts
- Managed the technical review of 50 independent artist projects and their integration into the show
- Guided team strategy, policy, and budgets while maintaining interdepartmental collaboration

Director of Prototypes and Emerging Technology - All Things Media

2012 - 2018 • Mahwah, New Jersey

Clients: Mercedes, Cadillac, BMW, Toys R Us

- Directed the prototype development of award winning experiences for Mercedes AMG
- Technology and experience design lead on the Toys R Us Store of the Future installation
- Lead development of prototypes to explore the potential of new technologies and platforms
- Worked extensively with render pipeline optimizations, VR, AR, iOS, HoloLens, and BLE
- Prepared and delivered client presentations to sell projects incorporating cutting edge technology
- Facilitated interdepartmental communication and project budget creation under tight deadlines
- Directed a team of designers, 3D artists, and developers from project conception to completion

Motion Graphics Designer, Developer - Gibson Group

2011 • Wellington, New Zealand

Client: Museum of New Zealand Te Papa Tongarewa

- Created motion graphics and designs for a large Kinect based interactive museum exhibit
- Produced mockups and demos for museum exhibit proposals
- Developed a number of smaller jQuery and Ruby projects

Flex Developer - TBD / Webalite

2010 • Wellington, New Zealand

Client: Transact

- Built the Flex front end for a real-time energy exchange market
- Interfaced via AMF with a PHP backend controlling the transaction database
- Developed a detailed user interface of statistics and graphs to visualize market trends

Animator, Developer - All Things Media

2006 - 2010 • Ramsey, New Jersey

Clients: Mercedes, M&M's Mars, General Mills, Pepperidge Farm, Pearson, McGraw Hill

- Illustrator and animator for television pilots, promotional videos, and web games
- Developed interactive advertising and augmented reality experiences
- Created motion graphics and edited video content for the Mercedes booth at the NY Auto Show
- Worked directly with clients to find the right technologies to realize their goals

Production Assistant - World Leaders Entertainment

2006 • New York, New York

Shows: The Venture Brothers, Super Normal, Sugar Gliders

- Assistant background illustrator for The Venture Brothers
- Assistant animator on Sugar Gliders and Super Normal

Production Intern - Nickelodeon Animation Studio

2005 • Los Angeles, California

Shows: Avatar: The Last Airbender, Cat Scratch

- Provided general assistance to the show crews and organized weekly storyboard pitches

Contact

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Skills

Platforms

Virtual Reality

Augmented Reality

Mobile (iOS and Android)

Desktop

HoloLens

Experiential Installations

Production Software

Unity

Photoshop

3ds Max

Blender

Substance Painter

After Effects

Illustrator

DaVinci Resolve

Final Cut

Avid Pro Tools

Programming

C# and Mono/.NET

Objective C and Cocoa

JavaScript and jQuery

ActionScript 3 and Flex

PHP

MySQL

Education

Ithaca College

Ithaca, New York

Bachelor Of Science, 2006

Cinema and Photography

Minors: Psychology, Art