

Christopher Wnuk

Interactive Development and Design

Experience

Senior Virtual Reality Developer - Left Field Labs

02/2019 - Present • Los Angeles, California
Project: TBA

General Manager of Technology - Meow Wolf Creative Studios

01/2018 - 02/2019 • 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, Lead Developer - All Things Media

02/2012 - 01/2018 • Mahwah, New Jersey

Clients: Mercedes, Cadillac, BMW, Toys R Us

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

Designer Developer - Gibson Group

06/2011 - 12/2011 • 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

11/2010 - 06/2011 • Wellington, New Zealand

Client: Transact BGX

- 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

Developer, Animator - All Things Media

03/2007 - 08/2010 • Ramsey, New Jersey

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

- Worked directly with clients to find the right technologies to realize their goals
- Guided the transition of the production team to Unity from Flash
- Developed Flash mini games and Metaio augmented reality experiences
- Illustrator and animator for television pilots, promotional videos, and web games
- Created motion graphics and edited video content for the Mercedes booth at the NY Auto Show

Production Assistant - World Leaders Entertainment

08/2006 - 03/2007 • New York, New York

Shows: The Venture Brothers, Super Normal, Sugar Gliders

- Assistant background illustrator and animator

Contact

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Skills

Platforms

Virtual Reality

Augmented Reality

Mobile (iOS and Android)

Desktop

HoloLens

Experiential Installations

Production Software

Unity

Git and Subversion

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