

# Christopher Wnuk

## Interactive Development & Design

### EXPERIENCE

#### Technology General Manager - Meow Wolf Creative Studios

2018 - Present • Santa Fe, New Mexico

Project: Meow Wolf Las Vegas @ Area 15

- Managed a team of designers and developers in the realization of a 40,000 square foot art exhibition
- Coordinated an array of external contractors in the construction of the interactive 2 floor experience
- Assessed feasibility and technical approach from concept to completion

#### Director of Prototypes and Emerging Technology - All Things Media

2012 - 2018 • Mahwah, New Jersey & Boulder, Colorado

Clients: Mercedes, Toys "R" Us, Cadillac, BMW

- Project leader on the development of the Mercedes AMG Power Wall dealership prototype
- Technology and experience design leader on the Toys "R" Us Store of the Future installation
- Developed prototypes to explore and demonstrate the potential of new technologies
- Prepared and delivered client presentations to sell new potential projects
- Facilitated interdepartmental communication under tight deadlines
- Managed a team of designers, 3D artists, and developers for the mobile game "Roll: Boulder Smash!"

#### 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 museum exhibit
- Produced mockups and demos for museum exhibit proposals
- Developed a number of smaller jQuery and Ruby projects

#### Flex Developer - TBD / Weblite

2010 • Wellington, New Zealand

Client: Transact

- Built the Flex front end for a real-time bidding energy exchange market
- Interfaced via AMF with a PHP backend controlling the SQL transaction database
- Provided detailed statistics and graph interface to communicate market trends to bidders

#### 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

- Helped to organize weekly storyboard pitches
- Provided general assistance to the show crews

### CONTACT

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### SKILLS

#### Production Software

Unity  
Unreal  
Photoshop  
3ds Max  
Blender  
Substance Painter  
After Effects  
Illustrator  
DaVinci Resolve  
Final Cut  
Avid Pro Tools

#### Programming

C# & .NET, Mono  
C++  
Objective C & Cocoa  
JavaScript & jQuery  
ActionScript 3  
PHP  
MySQL

### EDUCATION

#### Ithaca College • 2006

Ithaca, NY  
Bachelor Of Science  
Cinema & Photography  
Minors: Psychology, Art