

Christopher Wnuk

Experience

Technical Director - Left Field Labs

11/2021 - Present • Los Angeles, California

Clients: Amazon, Meta, Verizon, Hasbro, Superblue, Gallagher & Associates, Wahoo

- Managed and mentored a team of 15 with an annual operating budget of \$2.5M, including Unity Developers, Creative Technologists, Technical Artists, and Associate Technical Directors
- Oversaw projects totaling \$10M
- Set team values to emphasize setting reliable expectations with other teams, establish a collaborative atmosphere, and create a sustainable work/life balance
- Coordinated with other teams to establish and improve company process around estimation, ideation, and production planning, particularly for pitches
- Doubled the team size, created new organizational structure, and expanded our vendor network to increase our project capacity and clarify responsibilities
- Worked with the talent team to recruit new team members and increase our pool of freelancers
- Led discussions with clients to set the overall technical approach for new projects, assigned team members, and managed operations during execution

Senior Creative Technologist - Left Field Labs

02/2020 - 11/2021 • Los Angeles, California

Clients: Amazon, Meta, Verizon, Mercedes, Cisco

- Led the technical approach and execution on numerous creative technology projects totaling \$8M
- Supervised work by engineering team members, including code review
- Facilitated communication between internal teams, clients, and external partners
- Managed vendors including RFPs, selection, and oversight during execution

Senior Unity Developer - Left Field Labs

02/2019 - 02/2020 • Los Angeles, California

Project: Amazon Prime Video VR

- Brought the product to a successful launch with positive customer reviews
- Coordinated with the Amazon backend team on new frontend feature development
- Led development of major features for the software, particularly localization
- Mentored junior developers and reviewed their work during execution of their features
- Worked closely with the QA team to eliminate issues prior to launch

Technical Director - Meow Wolf Creative Studios

01/2018 - 02/2019 • Santa Fe, New Mexico

Project: Meow Wolf Las Vegas (Omega Mart)

- Managed the technology elements of a 40,000 square foot interactive art experience
- Oversaw execution of the \$11M technology budget for the exhibit
- Coordinated external contractors in the creation of unique technical elements
- Guided the overall technical approach in the realization of challenging artistic concepts
- Vetted more than 200 independent artist applications for technical approach and ability to execute
- Managed the technical review of the chosen 50 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
- Led the technology and experience design on a live Toys R Us experiential pilot store
- Led development of prototypes to explore the potential of new technologies and platforms
- Worked extensively with Unity project optimizations for VR, AR, iOS, and HoloLens
- Prepared and delivered client presentations to sell projects incorporating cutting edge technology
- Director and lead developer of mobile games for iOS and Android
- Directed developers, 3D artists, and designers from each project's conception to completion

Contact

415 794 0051

chriswnuk@gmail.com

chriswnuk.com

Skill Set

Platforms

Virtual Reality

Augmented Reality

Mobile (iOS and Android)

Desktop

Mixed Reality Headsets

Experiential Installations

Development Software

Unity

Git and Subversion

JetBrains Rider

Visual Studio

Primary Language

C# and .NET

Familiar Languages

ActionScript 3 and Flex

JavaScript and jQuery

Python

Production Software

Photoshop

3ds Max

Blender

Substance Painter

After Effects

Illustrator

DaVinci Resolve

Final Cut

Avid Pro Tools

Cloud Platforms

Google Cloud Platform

Amazon Web Services

Christopher Wnuk

Experience (Continued)

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 major 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
- Developed a detailed user interface of data visualization to illuminate 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 from Flash to Unity
- Developed Flash mini games for multiple clients
- Developed trade show AR experiences using C# and the Metaio and Vuforia frameworks
- Illustrator and animator for television pilots, promotional videos, and web games

Production Assistant - World Leaders Entertainment

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

Shows: The Venture Brothers, Super Normal, Sugar Gliders

- Assisted on background illustration for shows
- Assisted on animation for shows

Awards

2022 Telly Gold Winner
Immersive & Mixed Reality

2016 Motionographer Winner
UI/Visual Design

2016 Unity Unite Nominee
Best VizSim

Leadership

Skills

Team Management
Mentorship
Technical Architecture
Cross Team Collaboration
Client Communication
Budget Estimation
Project Planning
Vendor Management
RFP Management
SOW Generation
Documentation

Education

Ithaca College

Ithaca, New York
Bachelor Of Science, 2006
Cinema and Photography
Minors: Psychology, Art