Neil A. Christensen, BFA, MSc

2232 31 Street SW, Calgary, AB Canada T3E 2N4

Phone: 403.397.9427

Email: neil@nacinteractive.com

Website: nacinteractive.com

Objective:

A professional software developer, 3D generalist, animator, and PhD Student in Computational Media Design with expertise in Extended Reality (XR), game engine development, real-time rendering, and web development seeking opportunities in innovative XR applications.

Education:

PhD Student, Computational Media Design – 2020 - Present

- Researching XR technology using game engine development, real-time rendering, machine learning, motion capture, rigging, and bio-sensor feedback integration.

- Developing an XR learning platform for physical procedure mastery through spatial computing.

Master of Science, Computational Media Design - 2019

- Interdisciplinary program blending computer science and art.

- Specialized in Extended Reality (VR (Virtual Reality), AR (Augmented Reality)) research, game engine development, animation, and 3D asset pipeline management (modelling to PBR to photogrammetry).

Bachelor of Fine Arts, Photography - 1994

- Expert in traditional Zone System black & white photography.

- Developed traditional art skills (drawing, sculpting, colour theory, etc.) and self-taught digital tools (Photoshop, Illustrator, C based programming, VFX, and video editing).

Professional Experience:

Razorback Media Inc - Interactive Media Consultant (2004-Present)

- Founded and managed Razorback Media, providing digital interactive contracting and consulting services.

- Led projects for global clients including RBC (Royal Bank Canada), Estee Lauder, Aveda, BMW, Valentino, Warner Bros., Critical Mass, Case NY, Kidoodle.tv, and others.

- Developed XR mobile, headset, and web prototypes and apps for RBC Immersive Technology. Integrated AI (e.g., computer vision, generative) into prototype apps and services.

- Developed and managed Linux, Windows Server, .Net, PHP, Microsoft SQL, and MySQL applications.

Vital XR - CTO (2021-present)

- Established technical direction for a med tech start-up using XR for critical care training.

Critical Mass - Manager Rich Media (1999-2004)

- Key role in the launch of NikeiD web app, winning the Cannes Cyber Lions Grand Prix in 2000. Led rich media projects for Mercedes Benz, Nike, Dell, Nokia, P&G, and other Fortune 100 clients. Advised Dell's rich application development and established company-wide guidelines.

Skills:

- XR Technology Platforms: iOS, Android, Meta, Varjo, HoloLens, Vive, Vuzix, Cognitive3D

- XR Development Systems: Xcode, Android Studio, Unity, Unreal, Snap, 8th Wall, WebGL

- AI Integration: Unity Barracuda, YOLO Object Detection, Python, NLP, Gen AI, ChatGPT

- 3D Tools: Cinema 4D, Blender, Maya, ZBrush, Unity, Unreal, Quixel Mixer

- Adobe Creative Suite (Photoshop, Illustrator, etc.) including Substance apps

- Motion & UX Design – After Effects, Reallusion CC4 & iClone, MotionBuilder, Rive, Figma

- Video & Audio Production – Premiere, Audition, Davinci Resolve

- Web Development: Three.js, A-Frame, DeckGL, HTML5, CSS3, SASS, JavaScript, React, PHP, .Net, SQL

- Cloud Services full stack development: AWS, Azure, Google Cloud, Microsoft & Adobe DRM Solutions

- CMS Development: WordPress, Drupal, custom build

- Account & Project Management: Agile, Jira, Confluence

- Version control: Git, GitHub, BitBucket

Student Awards:

- 2021 – Alberta Innovates Graduate Student 3-year Scholarship

- 2020 – Innovate Calgary Life Sciences 2-year fellowship & Alberta Graduate Excellence Scholarship

- 2019 – Graduate Students Association Labour Relations Chair & Faculty of Science Representative