

JULIAN KANTOR

Technical Art and Design

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SELECTED WORK EXPERIENCE

- **Tender Claws**, Senior Technical Artist/Designer, 2019 - Present
 - Served as senior member of Tender Claws team on numerous projects, including *Body Proxy*, *Face Jumping*, *Stranger Things VR*, *Virtual Virtual Reality 2*, *The Tempest*, and *The Under Presents*
 - Led development of interactive visual effects and large scale GPU-driven simulations
 - Built widely-deployed tools for art asset management, rendering, level design, and build pipeline
 - Engineered and fine-tuned gameplay feel for core player interactions
 - Served as creative generalist, including level design, scripting, writing and art asset creation tasks
 - Responsible for custom networking, web and AI-based features for live installation projects
- **WEVR/Dreamscape**, Senior Procedural Artist, 2017-2018
 - Created interactive effects and shader pipeline for location-based VR experience *theBlue Deep Rescue*
 - Developed GPU simulations driving large numbers of fish, plants, and other interactive systems
 - Led profiling and optimizations efforts, authoring tools to quickly identify performance bottlenecks
- **Tender Claws**, Technical Artist, 2016-2017
 - Contributed interactive effects, shader features and gameplay elements of VR title *Virtual Virtual Reality*
 - Developed multiple visual mechanics for prototypes of potential new game projects
- **WEVR**, Visual Engineer/Animator, 2015–2016
 - Bridged art and design/engineering teams on VR titles *theBlu* and *Gnomes and Goblins Preview*
 - Collaborated closely with project director to orchestrate multifaceted climatic set pieces
 - Utilized methods to individually animate large numbers of scene elements at high framerates
- **Buffalo Vision**, Systems Engineer, 2015 – 2016
 - Created high performance interactive plant growth system for VR title *Irrational Exuberance*
 - Produced interactive visual prototypes for other core game mechanics
- **USC MEML/Dave and Busters**, Designer, 2015
 - Pitched and designed arcade-style fantasy football app for Dave and Busters with MEML team
 - Prototyped core interaction mechanics, used by external dev team as basis for app code
- **Microsoft Research**, Research Intern, Summer 2014
 - Designed and produced horror-themed narrative experience, *RoomAlive: The Other Resident*, to demonstrate Microsoft's experimental spatial AR platform *RoomAlive*
 - Provided design and technical support for other *RoomAlive* team projects, including co-authoring *Room2Room*, a research paper which was cited over 100 times and the basis for a US patent
- **ACASA Lab, University of Pennsylvania**, Game/Systems Programmer, 2011-2012
 - Served as hybrid designer/programmer creating serious games
 - Designed and implemented AI system (the "Workflow Engine") for social dynamics simulations
 - Developed graphical interfaces for both developers and end-users as team UI specialist

SKILLS

- **Areas of Interest:** Interactive visual effects, GPU simulations, interaction prototyping, feel engineering, procedural modeling and animation, lighting and shading, dynamic music, web development
- **Languages:** C#, HLSL/GLSL, Python, Javascript, HTML, CSS, C, C++
- **Tools:** Unity Engine, Unreal Engine, Excel, Houdini, Git, Perforce, Photoshop, Illustrator, Premier

SELECTED AWARDS AND EXHIBITIONS

- **Body Proxy**(Design/Code, Experimental AI Glasses Experience)
 - XR Competition Winner, SXSW, 2026
- **Face Jumping**(Design/Code/Art, Festival Installation Lead, Experimental VR Game)
 - XR Audience Award, SXSW, 2025
- **The Under Presents**(Design/Code/Technical Art, Commercial VR Game)
 - XR Game of the Year, SXSW, 2020
 - Innovation Awards Finalist, SXSW, 2020
 - Gamer's Voice Award Nominee, SXSW, 2020
 - Nominee, Most Amazing Game, A Maze, 2020
- **Virtual Virtual Reality**(Technical Artist, Commercial VR Game)
 - Best VR Game, International Mobile Gaming Awards, 2018
 - Best VR Experience, Google Play Awards, 2017
 - Best Mobile Interactive Experience, Raindance Film Festival, 2017
- **theBlu**(Visual Engineer/Animator, Commercial VR Experience)
 - Most Transportive Experience, The Proto Awards, 2016
 - Official Selection, Sundance Institute, 2016
 - Official Selection, Kaleidoscope World Tour, 2016
- **Room2Room: Enabling Life-Size Telepresence in a Projected AR Environment**(Research Paper, Co-Author)
 - Best Paper Award, ACM CSCW, 2016
- **Midnight Quarters**(Solo, Visual Music Composition)
 - Live Performance, Getty Unshuttered Live, Los Angeles, June 20th, 2018
 - Live Performance, Rhythms + Visions / Expanded + Live 3, Los Angeles, April 28, 2017
 - Selection, Adobe First Frame, 2014
- **Elevator Music**(Solo, Experimental VR Game)
 - Third Place Winner, Selected Developers Category, Indiecade/Oculus Slow Jam, 2013
- **The Recital**(Solo, Experimental VR Game)
 - Selection, Indiecade E3 Showcase, 2013
- **Groov**(Solo, Commercial Game)
 - Nominee, Best Indie Game, Machinima.com Inside Gaming Awards, 2009
 - General Category Winner, Yale Innovations in Digital Environments Awards, 2009

EDUCATION

- **University of Southern California, School of Cinematic Arts**, Los Angeles, CA
 - M.F.A, Interactive Media, 2015
 - Annenberg Graduate Fellow, 2012-2014
- **Yale University**, New Haven, CT
 - B.A., Computing and the Arts, 2011
 - Graduated magna cum laude, with distinction in Computing and the Arts