Kenneth (K.C.) Austin

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BZOR

Summary

Senior Creative Technologist with over 20 years of experience in leading creative and R&D projects within agency environments. Expertise in AR/VR development, shaders, 3D graphics, and interactive experience design. Proficient in Unity, threeJS, Houdini, Blender, GLSL and a wide variety of computer graphics technologies. Demonstrated ability in crafting user-centric interactive experiences, with a portfolio reflecting diverse design and development disciplines. Hobbies include modular synths/electronic music production, microscopy, and generative art.

Professional Experience

Bzor Systems Inc.: Executive Creative Director, Los Angeles/Asheville (2005-Present)
- Spearheaded numerous successful digital campaigns for global brands including BMW, Adobe, AT&T, SpaceX, Infiniti and Comcast.
- Worked closely with dozens of major ad agencies such as Goodby Silverstein, 72 and Sunny, Argonaut, Critical Mass, J Walter Thompson, Pereira & O'Dell, R/GA, Venables Bell and many more.
- Led the conceptualization and implementation of branded interactive experiences.
- Innovated a custom JavaScript solution for automating large quantity high-end HTML5 banner ad animations.

Marry The Moon: Creative Technologist, Los Angeles/Remote (2015-2021)
- Developed the short film Hue which was selected for Sundance, Festival de Cannes and Future of Storytelling (finalist for People's Choice Award)
- Developed virtual+augmented reality prototypes and experiences for clients including Disney, Microsoft, Cirque du Soleil and Magic Leap.
- Innovated an AR prototype with Magic Leap exploring eye tracking, hand tracking, and environment interactions.
- Authored most code and shaders for all projects, collaborated with production houses and musicians to direct the production of assets to weave together into immersive experiences.

WDDG: Director of Technology, New York (2000-2007)
- Led teams to create award-winning Flash websites and games for clients like Toyota, Altoids, HP, and Lego.
- Mastered budget optimization to produce high-end digital campaigns with broadcast quality motion graphics.
- Pioneered innovative technologies and strategies, combining procedural code-driven systems with traditional animation and video.

KnowledgeNet: Flash Developer, Scottsdale AZ (1999-2000)
- Created educational software, transitioned platform to Flash drastically extending their reach
- Automated lesson creation, mimicked portions of applications in Flash to teach various professional software/networking concepts

Education

Arizona State University: (1994-1998)
- BA with an emphasis in Computer Graphics
- Internship at the Institute for Studies in the Arts under Muriel Magenta, focusing on 3D animation
- Projects involving controlling theater lighting and visuals with sensor and camera data, helped artists with creative 3D scanner usage under Dan Collins, helped bring various technological solutions to artists' installations

Skills

Computer Graphics
Proficient in Unity, AR/VR Development (Meta Quest, Apple Vision Pro, OpenXR, Magic Leap)
Web (JS, CSS, threeJS, GLSL)
Shader Languages (CG, GLSL, HLSL)
Houdini (Python, VEX)
Adobe Creative Suite, Blender, Ableton Live
Creative Coding, Motion Graphics, Installation Design

Language: English (native)