PETER ARIET
Senior Producer
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PROFESSIONAL EXPERIENCE

Studio Syro
Co-Founder / Studio Head / Producer – *(2019-Present)*
- Leadership for the development of a Virtual Reality animation studio that combines cutting-edge technology with artistic talent to create high-quality immersive experiences and interactive content.
- Managed end-to-end development of eight VR titles on MetaQuest TV: "Tales From Soda Island" (Chapters 1-7) and "Reimagined Volume 1: Nyssa."
- Collaborated with global multi-disciplinary teams to develop project schedules, ensure on-time delivery of high priority production deliverables, and facilitate feedback and requests for content revisions.
- Oversee multi-million dollar budgets, resource allocation, and risk management, reducing project costs.
- Track project progress, mitigate risks, and maintain timelines in production and studio projects.
- Technical implementation of IT systems and Agile methodologies as solutions for enhanced efficiency and improved workflow alignment.
- Developed skills in project management, art asset pipeline,, and technical implementation for Virtual Reality and the game development cycle.
- Serve as Technical Artist specializing in Shader development and optimization for mobile and web platforms.

KWEST
Game Producer / Technical Artist – *(2017-2019)*
- Collaboration and communication with creative and technical development for platform features.
- Bottleneck reduction and milestone delivery to meet our standard for compelling AR narratives worldwide.
- Collaborated with cross-functional teams: development, art, audio, story, and QA teams.
- Served as a technical artist, creating efficient pipelines and visually rich AR experiences focusing on asset implementation, visual FX creation, and optimization.

SKILLS
- **Project Management:** Experience in Agile methodologies, Scrum, Kanban, and Waterfall
- **Technical Skills:** Proficiency in Asana, Notion, Trello, Miro, Figma, Adobe CC Suite, MS Office, Unity3D, Unreal Engine, Maya, Blender, Quill, HTML, CSS, C#, Python, Perforce, git, Virtual Reality Development, Version Control Software, Dynamic Environment Adaptation, Audio Production
- **Personal Attributes:** Strong team management, collaboration, proactive, self-motivated, organized, detail-oriented

AWARDS
- **Venice Film Festival 80th:** Immersive Media for "Tales From Soda Island: The First Ingredient"
- **Venice Film Festival 79th:** Immersive Media for "Reimagined Volume 1: Nyssa"
- **SIGGRAPH '21:** ACM SIGGRAPH 2021 VR Theater for "Tales From Soda Island: The Neon Jungle"

EDUCATION

University of Florida
Bachelor of Arts in Digital Arts and Sciences
- **Awards:** *Best in Show* for short films "GRIP" and "Stella"
- **Published Paper:** "Assessing the Effectiveness of Emoticon-Like Scripting in Computer Programming" | Springer International Publishing – Advances in Human Factors, Software, and Systems Engineering