

Christina Borins

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Production and Artist Experience

ONX Studio

2023 - Present

XR ARTIST MEMBER

New York, NY

Member of the accelerator program with the 1991 VR documentary. Selected to join based on proven experience in the XR space as well as transformative artistic vision. Based mostly in NYC and LA, members of ONX Studio are each working on a major project that will be developed, produced, and/or presented at ONX. The ONX Studio is founded in partnership by the Onassis Foundation and NEW INC.

VR Documentary "1991"

2018 - Present

VR DIRECTOR

New York, NY / Toronto, Canada

Co-directing a VR documentary about the affects of the USSR's collapse on Central Asia. Developing the script and story with the immersive best practices for in-headset and in the physical set.

CeB Media

2016 - Present

Creative Technical Producer / XR Consultant / Interactive Director

Multi-city

Contract work in a variety of specialties including video editing, audio editing, producing and directing. Works produced for a number of formats including, screen, HMD, live performance, and physical installation. Clients: SFMOMA, Dolby Digital, National Film Board of Canada, Stanford University, 42 Entertainment, Make A Film Foundation, Inclusive Media and Design, New York University, and 2n

HOO KOO E KOO

Jan 2022 - Aug 2022

VR PRODUCER

Toronto, Canada

A.DA

Jun 2021 - Jan 2022

SENIOR CREATIVE TECHNICAL PRODUCER

New York, NY / Toronto, Canada

Produced experiential and digital projects on a variety platforms. Overseeing internal and external teams to ensure delivery on project milestones and ensuring high value outcomes. Manage software development vendors, tracking work progress and managing the flow of communication between creative and external development teams on multiple VR/AR, web, native applications, and immersive installations/experiences. Worked in collaboration with Microsoft AI for Cultural Heritage project in collaboration with the Greek Government.

CREATIVE TECHNICAL PRODUCER

Jan 2021 - Jun 2021

Managed and produced to development of multiple Web3 climate change-themed audiovisual installations in collaboration with musicians for Undercurrent art exhibition in New York.

Listen

New York, NY

CREATIVE TECHNICAL PRODUCER

Nov 2018 - Dec 2020

Produced and maintained many interactive and experiential installations and projects. Projects were in collaboration with Microsoft AI for Culture for high value stakeholders and artists like Muse, Bob Gale, Sol LeWitt, Halo/343 Industries, and many others.

SFMOMA

San Francisco, CA

PRODUCER / DIRECTOR

2017

Captured SFMOMA Soundtracks Exhibition and created a 360 experience and with ambisonic audio that is hosted on their digital platform.

Adobe

San Francisco, CA

CREATIVE PRODUCER & CREATOR, VR RESEARCHER

2017

Adobe Design Residency to explore the edges of the VR medium so the team could be better informed in their VR tooling explorations.

Mixpanel

San Francisco, CA

PROGRAM MANAGER, SALES ENABLEMENT

Mar 2016 - Aug 2016

Designed, developed, and managed sales learning initiatives, for on-site and distance learning classes, to drive readiness, productivity and efficiency within the sales team. Partnered with the Sales Engineering team to build and maintain the Competitive Intelligence Program. Continual monitoring of the competitive landscape and industry trends to create briefs of competitive releases and supportive ongoing competitive intel education such that curriculum adjustments and delivery mechanisms were timely and relevant to the various audiences supported at the company.

PROGRAM COORDINATOR, SALES ENABLEMENT

Mar 2015 - Feb 2016

Supported the Sales Enablement team in the development of product educational materials including one pagers of all Mixpanel's product offerings. Coordinated and facilitated the monthly on-boarding program for new hire classes ranging from 8-20 new employees. Restructured and optimized the organization of existing documentation and new processes for both the Sales and Sales Enablement team. Assisted with the planning and execution of internal sales and marketing events.

Academic Experience

New York University, Tisch School of the Arts, New York, NY

INSTRUCTOR

Fall 2020

Taught approaches to live performance using immersive and XR technologies in the Brandon Bradley Integrative Technology Lab

Listen & A.D.A

IN-HOUSE AGENCY TRAINING

2020-2021

Taught multiple sessions on approaches to using technology in immersive experiences

Mixpanel

SALES ENABLEMENT & TRAINER

2016

Designed, developed, and managed sales learning initiatives, for on-site and distance learning classes, to drive readiness, productivity and efficiency within the sales team.

Education

New York University

New York, NY

MPS, Masters of Professional Studies

2016 - 2018

Two year masters program at *Tisch School of the Arts, Interactive Telecommunications Program (ITP)*. Studies include Focused on interactive storytelling in installation formats, XR and 360° production, and site-based installation art.

Recipient of the Tisch School of the Arts Scholarship

University of Toronto

Toronto, Ontario

Honors BSc., Cellular & Human Biology

2005 - 2009

Major in Human Biology and a minor in Environmental and Conservation Sciences

Awards and Accomplishments

OCAD University Medal in Integrated Media

May 2012

OCAD University

Top accolade given to one student from each department at time of graduation

Denning Family Fellowship in Fine Arts

March 2012

Stanford Arts Institute

Project 31 Integrated Media Faculty Scholarship

May 2011

OCAD University

DFI Award

May 2010

OCAD University

InterAccess Media Prize

May 2010

OCAD University

Guest Speaking, Lectures, Conferences

XLIVE: Metaverse

July 2022

Discussing "1991", a virtual reality documentary

Online

California College of the Arts

Sept 2022

Guest Speaker discussing creative approaches and design of "1991", a VR documentary

San Francisco

Marche du Film, Next Conference at Cannes Film Festival

May 2018

VR Panelist: "Who is afraid of VR? - Can VR replace traditional film?"

Cannes, France

Advisement and Mentorship Experience

New York University, Graduate Thesis Review Committee

2019-2021

MPS Interactive Telecommunications Program at NYU Tisch School of the Arts

New York, NY

Stay Alive My Son, Narrative VR Experience

2016

Early Advisement on user experience and casting for festival touring VR experience.

New York, NY

Premiered at Venice Film Festival 2022

Publications

M Borins, *From faust to web audio: Compiling faust to javascript using emscripten*, Linux Audio Conference Proceedings, 2014.

E Berdahl, S Salazar, M Borins *Embedded Networking and Hardware-Accelerated Graphics with Satellite CCRMA.*, NIME Proceedings, 2013.

R Michon, M Borins, D Meisenholder *The Black Box.*, NIME Proceedings, 2013.

M Page, N Logan, P Harrison, A Vasilliev, M Borins, F Paterson *FedDev Ontario's ARC Initiatives OCAD University Project #1 Haptic holography*, NIME Proceedings, 2012.