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 multipleWeb3 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 experiencial 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.

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 performamce using immersive and XR technologies in the Brandan Bradley Integrative Technology Lab

Listen & A_DA
IN-HOUSE AGENCY TRAINING   *2020-2021*
Taught multiple sessions on approaches to using technology in immersive experiences

Mixpanel
SALES ENABLEMENT & EDUCATOR   *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

Node+JS Interactive   **Dec 2019**
Keynote: The Future of JavaScript is Universal   *Montreal, Canada*
https://www.youtube.com/watch?v=o2M7g8Xwc7g

Node+JS Interactive   **Dec 2019**
Extra Special Modules   *Montreal, Canada*
https://www.youtube.com/watch?v=bP0tlIcA3ns

Google I/O   **May 2019**
Making the Right Decisions for Your Serverless Architecture   *Mountain View, USA*

https://www.youtube.com/watch?v=Jn2sKJX1NHE

Open Source Leadership Summit — **March 2019**
Keynote: Open Governance in the JavaScript Ecosystem — *Halfmoon Bay, USA*
https://www.youtube.com/watch?v=u5l-c4Leovw

ColdFront — **November 2018**
Top-Level Awaiting for Godot — *Copenhagen, Denmark*
https://www.youtube.com/watch?v=L87aCMJuWNM

DotJS — **November 2018**
Top-Level Awaiting for Godot — *Paris, France*
https://www.youtube.com/watch?v=EERzGWgkU2o

Node+JS Interactive — **October 2018**
Please Wait... loading: a tale of two loaders — *Vancouver, Canada*
https://www.youtube.com/watch?v=HKvBXmcjs_I

JSConf.us — **August 2018**
Adventures in Ethical Computing — *Carlsbad, USA*
https://www.youtube.com/watch?v=wGIRqPvtJ1E

GCP Cloud Next — **July 2018**
Serverless Compute on Google Cloud: What's New — *San Francisco, USA*
https://www.youtube.com/watch?v=Y1sRy0Q2qig

GCP Cloud Next — **July 2018**
How Serverless Helps You Build Highly Scalable and Secure Apps — *San Francisco, USA*
https://www.youtube.com/watch?v=dgc5Eeir2S0

JSConf.eu — **June 2018**
Please Wait... loading: a tale of two loaders — *Berlin, Germany*
https://www.youtube.com/watch?v=35ZMoH8T-gc

Google IO — **May 2018**
Deploying serverless Node.js microservices — *Mountain View, USA*
https://www.youtube.com/watch?v=ogexnfng_hE

Node Fest Tokyo — **November 2017**
Open Source Governance Models: From BDFL to Distributed Consensus — *Tokyo, Japan*
https://www.youtube.com/watch?v=XmUcBzuugAg

JSConf Colombia — **November 2017**
The CITGM Diaries — *Medellin, Colombia*

Node Interactive North America — **October 2017**
Node Wave 6 — *Vancouver, Canada*
https://www.youtube.com/watch?v=qsXtS1rZH5k

Node Interactive North America — **October 2017**
Modules, Modules, Modules — *Vancouver, Canada*
https://www.youtube.com/watch?v=W5CXzo4TZVU

Nordic.js — **September 2017**
The hilarious misadventures of being a platform downstream from your language — *Stockholm, Sweden*
https://www.youtube.com/watch?v=kkHdhtzM0wk

Node Summit — **July 2017**
Open Source Governance Models: From BDFL to Distributed Consensus — *San Francisco, USA*
https://vimeo.com/230146372

Node Summit — **July 2017**
Panel Discussion: The Future of Node.js — *San Francisco, USA*

Node Summit — **July 2017**
Panel Discussion: Ch-ch-changes in the Node.js Community — *San Francisco, USA*

Full Stack
Keynote: Node.js Versions: how do they work?
https://skillsmatter.com/skillscasts/10332-node-js-releases-how-do-they-work
July 2017
London, UK

PolyConf
Open Source Governance Models: From BDFL to Distributed Consensus
https://www.youtube.com/watch?v=nY64JAzHJuo
July 2017
Paris, France

Dinosaur JS
The True Cost of Unmoderated Collaboration: A Story from the Tranches
https://www.youtube.com/watch?v=cJOUxRf80CE
June 2017
Denver, USA

JSConf EU
Panel: The TC39 and how JavaScript is standardized
May 2017
Berlin, Germany

Node Conf Barcelona
The CITGM Diaries
April 2017
Barcelona, Spain

Linux Open Source Leadership Summit
Open Source Governance Models: From BDFL to Distributed Consensus
February 2017
Tahoe, USA

Node Interactive North America
Node.js Releases, How do they work?
https://www.youtube.com/watch?v=8XIhvRIz2aA
November 2016
Austin, USA

JSConf Asia
Node.js Versions, How do they work?
https://www.youtube.com/watch?v=3gkm7oafWxs
November 2016
Singapore

Nodeconf EU
Node.js Releases, How do they work?
https://www.youtube.com/watch?v=G_mQmDsi9HI
October 2016
Kilkenny, Ireland

Node Interactive EU
The CITGM Diaries
https://www.youtube.com/watch?v=8is8iKlo8oQ
October 2016
Amsterdam, Netherlands

View Source EU
Node.js Releases, How do they work?
https://www.youtube.com/watch?v=JOR2ne84QQg
September 2016
Berlin, Germany

JSConf Iceland
Keynote: On left-pad and empathy: understanding human connection
https://www.youtube.com/watch?v=Iak7dspvrZ8
August 2016
Reykjavik, Iceland

EmpireJS
Node.js Releases, How do they work?
https://www.youtube.com/watch?v=hFxAbNIR1ts
May 2016
New York, USA

EmpireJS
Node.js Releases, How do they work?
https://www.youtube.com/watch?v=5un1I2qkojg
April 2016
Montevideo, Uruguay

ForwardJS 4
Soylent Bits: Your Code is Made of People
https://www.youtube.com/watch?v=4fxTb5nTavQ
February 2016
San Francisco, USA

Reject JS
Why Empathy Matters
https://www.youtube.com/watch?v=GKTSvI8qw_M
October 2015
Berlin, Germany

Advisement and Mentorship Experience

New York Universtiy, Graduate Thesis Review Committee
MPS Interactive Telecommunications Program at NYU Tisch School of the Arts
2019-2021
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.