Aaron Santiago
Art Technologist
(203) 243-4908
http://aaron.work
me@aaron.work

Artist:

In the Future Everything Will Be Perfect, Anne Spalter   2020 - 2021
- An interactive software sculpture installed at the Boston Cyber Arts gallery, and shown in Williamsburg, NY as a window installation. Cameras detect users walking up to windows on the street and activate visuals to appear within a crystal ball.

Trifoil, Blinks (Move38)   2021 - Current
- A long-form abstract strategy game built for the Blinks platform. Published in 2021.
- Winner of Best Blinks Game, Global Game Jam NYC (Playcrafting) 2021

Presence, Oculus Launchpad   2020 - 2021
- As part of the Oculus Launchpad program, this is a VR experience that connects the audience to their bodies with mindful and intuitive toyetic experiences.

Nightbloom   2020
- Sculpture installed at the Ann Arbor Art Center. Performed alongside Chromic for the Asian aRts Improv Midwest quarantine streams.

Playdate, Ying Liu   2020
- A web-based companion piece to Ying Liu's *Playdate*, a play performed at ISSUE Project Room and across downtown Brooklyn. The website will show the positions of the actors as they travel across the city on an interactive map.

beyond.garden   2020
- An immersive online experience blending light sculpture, digital graphics, spatial audio design, piano performance, and poetry.

Project Coordinator, Risa Puno   2020
- Worked to collate and process data, along with miscellaneous administrative tasks.

Reactor, Blinks (Move38)   2020
- A fast paced game based on a popular card game built for the Blinks game platform.
- Winner of Most Innovative Blinks Game, Global Game Jam NYC (Playcrafting) 2020

Engineer:

Freelance   2019 - Current
- Immersive Viewport - Creating a tool to facilitate hosting immersive experiences in online spaces, allowing creators to manage users remotely and trigger effects on their browsers.
- Wayports - Created an online meeting space that supports a large distributed office to hold meetings, presentations, and conferences using custom avatars and spatial audio.
- Noda - Prototyping new input methods and features for a VR mind-mapping tool. Launched on the Oculus store in 2021.
- (NDA contract) - Created a plugin for Unity to interoperate with C++ on desktop and mobile platforms.

Gameplay Programmer, Ramen VR   2019
- Productionize features in a VR MMO built on Unity for the Oculus platform.

Software Engineer, Google Daydream   2018 - 2019
- Developed experimental augmented reality experiences in partnership with brands and Google products.

Software Engineer, Google Interactive Media Ads   2016 - 2018
- Updated and expanded a Google-scale ads frontend.

Game Developer, opka.io   2016
- Created *opka.io*, a multiplayer browser based variant of pong.

Gameplay and UI Programmer, Those Awesome Guys   2016
- Worked on *Move or Die*, a Steam release with an 86% rating and thousands of active players.

Freelance   2015
- Designed browser-based games to allow couch multiplayer with phones instead of controllers.

Education:

NYU ITP Camp   2020
School of Machines, Making, and Make Believe   Fall 2019
Bard College at Simon's Rock   May 2015
- Bachelor of Arts in Computer Science