

# Manuel Sainsily

## ***Currently XR Design Manager - Unity Technologies***

I manage a team of ten senior designers and researchers on the topics of User eXperience (UX), Human-Computer Interaction (HCI) and eXtended Reality (XR). We use human-centred design to create products, services, and experiences that improve the lives of millions of people.

## **Recent Experiences**

Sep 2019 - Jan 2021  
Montreal, Canada

### ***Sr. UI/UX/XR Designer & Haptics Researcher - Immersion***

I joined the Montreal research lab to help define the computer-human interactions of tomorrow by growing the UX design philosophy within the company and our 150+ licensed clients, as well as helping increase the worldwide awareness around haptics (3+ Billion devices using our tech).

Apr 2017 - Aug 2019  
Montreal, Canada

### ***Lead XR Design Canada - IBM***

I worked at the intersection of progressive strategy, creative vision, and transformational technology, designing interactions across multiple digital channels for both consumers and employees alike. I developed the Canadian Design practice around eXtended Realities (XR) and helped educate clients and employees from various industries.

May 2016 - Mar 2017  
Montreal, Canada

### ***Lead UI/UX Designer - Fans Entertainment***

I co-developed and maintained the Design System of [www.golo.io](http://www.golo.io), as well as the mobile apps and the CMS.

May 2014 - Apr 2016  
Montreal, Canada

### ***Lead UI/UX Designer - Mindgeek***

I worked on the UI/UX & marketing campaigns of websites attracting a total of more than 100M daily users.

## **Education**

Nov 2010 - Mar 2013  
Nov 2008 - Jul 2010

Master of Science in Computer Sciences, SUPINFO  
Bachelor of Science in Computer Sciences, SUPINFO

## **About**

Born in Guadeloupe  
Based in Montreal

## **Connect**

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# Manuel Sainsily

XR & AI Sr. Advocate @ Unity.com

- Futurist specializing in mixed realities, haptic technologies, computer vision, and AI.
- Storyteller, advocate, teacher, business advisor, mentor & speaker.
- Multidisciplinary artist born in Guadeloupe (French Caribbean).
- Master of Science in Computer Science (2013).
- Canadian citizen since 2021.
- Ardent advocate of ethics, diversity and inclusion, as well as ecology.
- Founder and head of the mixed reality design department at IBM Canada and certified facilitator in Design Thinking (2017-2019).
- UX/XR Researcher at Immersion in haptic product design (2019-2020).
- Co-founder: The Haptics Club (bi-monthly podcast since 2021).
- First French/Caribbean artist to collaborate with OpenAI.
- Featured in Fast Company, The Guardian, etc. — for his early work with Dall-E 2.
- Introduced ChatGPT to an audience of 900+ people during his museum exhibition (01.12.2022) "Caribéanofuturisme" in Montreal.
- Invited by META as a consultant and artist and showcased his art at the Oculus Gallery of the World Trade Center (New York, 2022).
- Worked with top tech companies, spoke at conferences, collaborated with worldwide artists.

