Carl Guyenette

Immersive Technologies Specialist, Creative Director, Creative Technologist and Project Architect

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A technological polymath that harnesses imagination, creativity and engineering to manifest ideas into reality. Carl is a futurist imagineer, project lead and conceptual creative technology director.

- Award-winning immersive entertainment director and technologist
- Fluent in Virtual Production techniques, methodologies and technologies
- XR and AI technology consultant
- Programmer with experience in Unreal Engine, Unity, Blueprints, C#, C++, Blueprints, WebGL, A-Frame, Python, Javascript, Three.js, AngularJS, HTML5, CSS3, Git
- Directed two award-winning immersive experiences in central London that received international accolades
- Technology consultant for large firms helping them with their XR plans (internal education, marketing social world and virtual office development)
- Previous tutor and Creative Technologist for the Venice Biennale College
- Art director of AltFest festival and "Lapis Lazuli" Burning Man camp
- Capable public speaker
- Worked for 6 years as a VFX artist on AAA feature productions in the UK
- Fast learner and researcher - required to keep up with technological advances
- Immersive technologies specialist with knowledge in all areas of reality computing and immersive installations
- Experienced with Nuke, Silhouette, Mocha, After Effects, TouchDesigner, Maya and Blender
- Conceptualises and leads the development of high budget interactive VR, Kinect, Intel RealSense, Leap Motion, Arduino, Raspberry Pi and 3D projection immersive art installations

TECHNICAL SKILLS

- Applications – Unreal Engine, Unity, Maya, 3ds Max, Blender, TouchDesigner, Notch, Nuke, Silhouette, Mocha, Boujou, Photoshop, After Effects, Final Cut Pro, Premiere, Avid, Windows, MacOSX, Linux
- Blueprints, C#, C++, WebGL, JQuery, Three.js, JavaScript, HTML5, CSS3, Python, AJAX, Java, PHP, XML, SQL, ActionScript 3.0

EMPLOYMENT HISTORY

2021 - *curr.* **Creative Technology Specialist and Consultant,** Self Employed
- Creative technology consultant for immersive training of soft skills utilising XR and AI — Lead Unreal Engine Operator of Virtual Production at Warner Brothers Studios Leavesden — Unreal Engine creative technologist for immersive time-flight simulator installation at Glastonbury festival — Creative technology consultant for multiple immersive shows — Developing accessible web-based metaverse solutions for clients

2017 - *2021.* **Layered Reality,** Immersive Events Company – Chief Technology Officer / Creative Director
- Leading physical technological and digital content development, co-writing and directing immersive tech-theatre experiences. Including Jeff Wayne's The War of the Worlds Immersive Experience; SOMNAI; Gunpowder at the Tower of London.

2017 - 2019 **Fondazione La Biennale di Venezia,** Arts Organisation – Creative Technology Tutor
- Advising teams around the world on immersive technologies and how best to utilise them for the Venice Biennale College Cinema XR Fund.

2013 - 2017 **Hyperspatial.io,** Creative and Immersive Technologies Consultancy - Co-Founder / Director
- Company specialising in interactive synesthetic technological art forms with an emphasis on gestural interfaces
- Conceptualising and developing VR apps with social, videogrammetry, photogrammetry and depth-sensed sources for social good and real-world uses
- Writing, directing, filming, editing and VFX supervising stereoscopic 360° video

2017 - 2017 **Happy Finish,** Freelance Creative Technologist
- Conceiving the creation and leading the development of Hololens applications for immersive experiences

2017 - 2017 **Rehab Studio,** Freelance Creative Technologist
- Designer and developer of cutting-edge bio-metric fashion technology and iOS app for Jimmy Choo. A new form of fabric powered by an Arduino that moves in interaction with live biometric data from an iOS app

2017 - 2017 **Inition,** Freelance Creative Technologist
- Directing both the creative and technical aspects of commercially-based VR and interactive installation experiences. Architecting technologies to be used in development
- Project lead, head developer and UX designer on a permanent interactive installation used globally for Sotheby's auction house

2014 - 2015 **Extended Content Solutions,** Technology Consultant
- Leading the development of virtual reality solutions, environments, interfaces and 3D scanned point-cloud capture and database retrieval for world-class heritage organisations and fashion clients.
- Qualified Google Search Appliance Deployment Specialist; UX and UI design and development for Google Search and Google App Engine.

2014 - 2014 **Projection Artworks,** Interactive Programmer
- Developed interactive projection mapping pieces for projecting on buildings

2013 - 2014 **Cinesite,** Compositor/Paint/Prep Artist
Filmography:
- Kingsman: Secret Service – 3D Model Integration, Asset creation, Image composition, keying
- Hercules – 3D Model Integration, Asset creation, Image composition, keying
- Jack Ryan – Asset creation, Image composition, Green screen keying
- 300: Rise of an Empire – Green screen cleaning and keying

2012- 2013 **Motion Picture Company,** Paint/Prep Artist
Filmography:
- World War Z – Body removal, Body replacement
- The Lone Ranger – Object and body removal

2010 - 2012 **Double Negative,** Paint/Prep/Roto Artist
Filmography:
- Rush - Crowd asset creation, green screen keying, Road replacement, dust and smoke creation
- Total Recall - Floor replacement, Wire / tracker removal, Body removal, Body roto
- Harry Potter and the Deathly Hallows, The Dark Knight Rises, John Carter – 2.5D rotoscoping 2009 - 2010

Web Developer, Self Employed

2010 - 2010 **Le Singe Media,** Web Developer/3D and 2D Animator
- Developed mobile sites and web apps
- Gaspard & Lisa – 3D Full body animation
- BBC Comedy Shorts – 2D animation, game/web development in Flash and ActionScript 3

2008 - 2009 **BBC Switch,** Assistant Producer and Editor
- The 5:19 Show – Show production, Editing, Camera work

EDUCATION

2021 – 2022   **Cambridge Judge Business School**
Course: Social Venture Incubator

2020 – 2021   **University of Sussex**
Degree: Msc Sustainable Development

2007 – 2009   **University of Sussex**
Degree: BSc (Hons) Multimedia & Computer Science - 1st

Skills Developed - Software engineering; Web development; Team management; Design abilities; Creative multimedia skills; Animation; Light movement; Professional production.

2005 – 2007   **University of Brighton**
Degree: FdSc Computer Science - 1st

Skills Developed - Technical programming skills - Java; Flash, PHP & MySQL; Web development; Technical report writing; Presentation and team communication skills.

2001 – 2004   *A-Levels:* AVCE IT - Double B; Cisco CCNA Networking – B; Psychology - B, Philosophy – B

AWARDS

2021   Tripadvisor Traveller's Choice Award (Top 10% in the world, No1 Immersive Experience in London)
Project: Jeff Wayne's The War of the Worlds Immersive Experience
Role: Creative Director / Chief Technology Officer

2020   Themed Entertainment Association Thea Awards: The AOA (Award for Outstanding Achievement)
Project: Jeff Wayne's The War of the Worlds Immersive Experience
Role: Creative Director / Chief Technology Officer

2019   British Youth Travel Awards: Best Innovation 2019
Project: Jeff Wayne's The War of the Worlds Immersive Experience
Role: Creative Director / Chief Technology Officer

2017   Scarecon Scare Awards: Best Use of Next Generation Technology
Project: SOMNAI
Role: Co-Director / Chief Technology Officer

2016   Cannes Film Festival: NEXT 2016 Official Selection
Project: Viens! (VR)
Role: Co-Creator / Creative Technologist

2016   Sundance Film Festival: New Frontier Official Selection 2016
Project: Viens! (VR)
Role: Co-Creator / Creative Technologist

2011   SciFi London 48 Hour Film Competition 2011: 1st Place
Project: Sit in Silence
Role: Co-Creator / VFX Supervisor