

# THOMAS MEDURI

AR • VR Technical Artist

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## SUMMARY

Emmy® Award-winning Technical Artist specializing in AR/VR experiences for Magic Leap, Quest, Vive, and Apple Vision Pro. Developing optimized real-time content, interactive prototypes, and scalable pipelines through Houdini procedural workflows and Unity development to deliver both creativity and performance.

## SKILLS

### XR Development

- Unity for AR/VR
- C# tools and interactions
- Shader Graph / VFX Graph
- Magic Leap, Quest, Vive, Vision Pro

### Procedural Pipeline

- Houdini workflows
- Automation systems
- Performance optimization
- Pipeline and tool design

### Creative Direction

- Art direction
- 3D animation
- Modeling and sculpting
- Real-time lighting

## EXPERIENCE

### Analog AI | Senior Technical Artist | 12/2024-Present | Abu Dhabi, UAE

AI and mixed reality company specializing in real-time edge computing solutions.

- Building a 4D Gaussian Splats capture pipeline for Apple Vision Pro.
- Developed an end-to-end solution for an internal volumetric capture studio.
- Used Houdini PDG and Azure to automate batching and processing of 3D scan data, including point clouds, splats, and mesh optimization.
- Built internal Unity demo applications to visualize pipeline outputs in spatial context.

### Magic Leap | Staff Technical Artist | 3/2021-11/2024 | New York City, USA

AR headset manufacturer and software company.

- Responsible for 3D graphics creation and optimization, working with non-destructive workflows and C# coding for prototyping and procedural animations for productivity applications, concept demos, and marketing experiences.
- Collaborated with design and engineering teams to develop the vision for various apps and experiences.

### Street Smarts VR | Technical Artist | 10/2020-3/2021 | New York City, USA

VR law enforcement and military training platform.

- Developed a VR headset-agnostic workflow in Unity, ensuring compatibility across devices.
- Built and optimized 3D assets including environments, props, textures, rigs, and skinning.
- Created procedural tools enabling rapid generation of configurable training environments.

### Moth and Flame | Technical Artist | 4/2020-10/2020 | New York City, USA

VR military flight simulation training.

- Art direction, environment lighting, C# prototyping, procedural animations, Unity optimization, 3D modeling, and texturing.

### NYU Future Reality Lab | Lead Technical Artist | 1/2018-11/2019 | New York City, USA

AR/VR production studio specializing in multi-user storytelling.

- Worked on *Mary and the Monster* and *Cave*, which premiered at Tribeca Virtual Arcade and Cannes XR.
- Motion capture cleanup, retargeting, animation, sculpting, modeling, rigging, PBR texturing, and light baking.
- Optimized Unity scenes for Magic Leap and Oculus Quest.

### Scatter | Lead 3D Artist | 2/2016-12/2017 | Brooklyn, NY, USA

Experimental technology studio behind Zero Days VR, an Emmy® Award-winning volumetric video experience.

- Art direction, modeling, animation, VFX, texturing, layout, lighting, and Unity optimization.

## AWARDS & PUBLICATIONS

- Emmy® Award for Lead VR Artist, 2017
- Winner of Best Cinematic VR Unity Vision VR/AR Summit, 2017