

THOMAS MEDURI

Immersive Experience Designer // Creative Technologist

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PROFILE

Emmy Award-winning Immersive Experience Designer and Creative Technologist specializing in Unity AR/VR. Designs and builds spatial interaction prototypes, immersive mixed-reality experiences, and generative AI 3D pipelines.

TECHNICAL SKILLS

- XR / AR / VR, Mixed Reality, Spatial Computing, Magic Leap, Meta Quest, HTC Vive, Apple Vision Pro
- Unity Development, C# Prototyping, Unity Tooling, Real-time 3D Rendering, Graphics Optimization, Shader, VFX
- Houdini / Blender Procedural Pipeline, Pipeline Automation, Gaussian Splats, Point Clouds, Git / Version Control
- Generative AI 3D Pipelines, API Integration, Codex / Claude, Agentic Workflows, MCP Tools

EXPERIENCE

- Analog AI | Senior Technical Artist / AR & Real-Time 3D Pipelines | Abu Dhabi, UAE** 12/2024-02/2026
 - Developed an AR playback viewer in Unity for Apple Vision Pro to review LiDAR and Gaussian splat digital twins.
 - Built a Houdini pipeline on Azure to batch-process, segment, and optimize Gaussian splats, point clouds, and 3D scan data for Apple Vision Pro, achieving 70-90 FPS.
- Magic Leap | Staff Technical Artist / Unity Prototyper | New York City, USA** 03/2021-11/2024
 - Collaborated with design, product, and engineering teams in an agile product environment to develop Unity prototypes for Magic Leap native AR applications and spatial interaction design.
 - Built procedural tools, parametric models, shader / VFX systems, and real-time 3D pipelines to create optimized content for internal AR product prototypes and spatial experiences.
- Street Smarts VR | Lead Technical Artist / Unity VR Training | New York City, USA** 10/2020-03/2021
 - Profiled and optimized Unity scenes for real-time performance, identifying bottlenecks and technical debt.
 - Migrated VR applications to a device-agnostic Unity XR pipeline for multi-device deployment.
 - Established company-wide best practices for real-time 3D asset optimization, environment creation, and procedural character workflows for rigging and skinning optimization.
 - Developed procedural level design tools to generate scenario variations for VR police and military training.
- Moth and Flame | Technical Artist / Unity VR Training | New York City, USA** 04/2020-10/2020
 - Designed and built the initial interactive menu for users entering immersive VR military training.
 - Built real-time 3D assets, Houdini procedural models, textures, and Unity lighting for VR.
 - Improved performance, visual quality, and deployment readiness of immersive training applications.
- NYU Future Reality Lab | Technical Artist / AR/VR Social Theater | New York City, USA** 01/2018-11/2019
 - Provided technical art direction for multi-user storytelling AR / VR experiences, including *Mary and the Monster* and *Cave*, showcased at the Tribeca Festival and Cannes XR.
 - Managed the 3D production pipeline in an agile team environment, including motion capture retargeting, rigging, animation, modeling, PBR texturing, lighting, and Unity scene optimization for Magic Leap and Meta Quest.
- Scatter | Lead 3D Artist / Emmy Award-Winning VR Documentary | Brooklyn, USA** 02/2016-12/2017
 - Contributed to art direction and led CG / technical production for Emmy Award-winning *Zero Days VR*, creating real-time 3D content in Unity, including modeling, scene layout, lighting, texturing, animation, and VFX simulation.
 - Troubleshoot technical issues and optimized VR assets, scenes, and visual quality for real-time headset performance.

AWARDS & PUBLICATIONS

- Emmy Award for Lead VR Artist, 2017
- Winner of Best Cinematic VR, Vision Summit, 2017
- Guest Lecturer at NYU Future Reality Lab and SVA