

Engineer | Inventor | Artist | Game Dev | benjaminpoynter.com/
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Career

Magnopus, Senior Technical Artist
Los Angeles, CA, 9/2026-Present
With projects involving immersive feature film and globally recognized amusement parks working as a specialized technical artist, previsualization artist, tool maker, VR, AR, and more between proprietary game engines such as Unreal and Unity.

Meta Reality Labs (Dreamtek at Meta Reality Labs, Facebook)**, XR Specialist**
San Francisco, Burlingame, Los Angeles, CA 12/2025-9/2026
Hands-on development, tech art, and more with Meta Quest, Ray-Ban Metas, LLMs, and game engine integrations. Work deployed to thousands of electronics stores worldwide in NAM, EMEA, and APAC. Lead on internal smart glasses hackathon.

Hidonix, Senior XR-Unreal Developer
Los Angeles, CA 8/2025-12/2025
Apple Vision Pro based development with XR, gameplay, simulation, and art for an internal defense project.

Sphere Entertainment (MSG), Sphere at Las Vegas, **Senior Software Engineer**
Los Angeles, CA & New York City, NY 10/2019-3/2025
Large body of work across 5.5 years including multiple awarded patents for technology as featured inventor, R&D on motion capture for feature film in venue, work with ILM equipment, mass-multiplayer interactive tools and prototype game development, tech art and storyboarding, virtual production, mixed reality development with VR and AR, and game dev.

Nickelodeon, Interactive Content Author
New York City, NY 6/2019-10/2019
Live game-engine development and production on interactive episodes of popular shows such as Blue's Clues.

Ogilvy (Top Prospect Group), Associate Lead Digital Developer (Freelance)
New York City, NY & Parsippany, NJ 8/2018-10/2019
Special mixed reality, touch table, Arduino, and new media project creative development in Ogilvy Innovation Labs.

Looking Glass, Unity Developer, 3D Artist & Animator
New York City, NY 3/2017-8/2018
Mixed reality development, 3D art and animation, and game development for holographic prototypes, industry showcases, and independent game festival exhibitions such as IndieCade and GDC. Organized and helped run hackathons.

New York Institute of Technology, Assistant Professor of Computer Graphics & Animation
Beijing, CN & New York City, NY 2/2015-8/2017
Full-time professor teaching CG&A in Beijing and New York City at Masters and Bachelor level. Individual art practice.

Selected Key Accolades, Awards, and Projects	
Awarded Patents, Inventor	"Live Venue Performance Sensor Capture and Visualization Over Game Network", "Mobile Device Tracking Module Within a VR Simulation", "Tool for Mobile App Development and Testing Using a Physical Mobile Device"; **US12051141, US11823344, US12229041** +2 More
TEA Thea Award	Credited Senior Software Engineer for **Immersive Technology and Production, 2025**
International Mobile Gaming Awards	**Nominee for Best Serious Game**, "In a Permanent Save State", Media from **The Verge, Games for Change, Digital Trends,** and more; **San Francisco, CA, 2013**
Wizard of Oz at the Sphere in Vegas	Mocap R&D on Live Project at Venue, VES award for "**Outstanding VFX in Venue**", **2025**
Meta Quest VR Retail Refresh	In-Store Unassisted and Assisted Demos, Art and Engineering; **Thousands of Stores Worldwide, 2026**
AWE Track Chair: LBE Gaming / Developer	**Track Chair for Conference**, Augmented World Expo Conference **2026, Long Beach, CA**
DTLA, Music System Installation	Japanese Karaoke System Installation using **Joysound x Nintendo Switch**, Lounge Ohjah, Little Tokyo, **Los Angeles, CA, 2025**
Lumen Prize 2015	Lumen Prize **Special Exhibition Artist and Lecturer** at Jin Space Gallery and Shanghai Institute of Visual Art, **Shanghai, CN, 2015**
Grand Jury Prize 3m Film Festival	Nevada Museum of Art, 3m Film Festival, **Grand Jury Prize Award**, "Smiler in the Two Colour Cap" (Animation), **Reno, NV, USA, 2013**
SIGGRAPH One-Shot AI Challenge	Honorable mention awarded for single-prompt generated game utilizing **Claude Sonnet 5 on** part of the SensAI World's in Action Hackathon, **Los Angeles, CA, 2026**
New Media Art Residency in UK	**New Media Art Residency**, D6 Culture, **Newcastle upon Tyne, England, UK, 2014**

Selected Public Lecture, Published Media, Workshops, and Art Exhibition Credits			
Artgames	Université Paul-Valéry Artgames Lecture-Workshop	Montpellier, FRA	2026
Nerd Nite Tokyo/LA/SF	Solo Segment; "...The Other Self of Karaoke"	Tokyo, JPN	2026
XR Guild	Solo Segment: Successes and Cautions of Wearables	Los Angeles, CA, USA	2026
Games for Change	Award Judge for Student Challenge Competition	New York City, NY	2026
Abertay University	Solo Hour Talk; "Boulevards of Digital Creativity.."	Dundee, Scotland, UK	2024
GDC Conf.	Alt.Ctrl.GDC Showcase Selection and Finalist	San Francisco, USA	2018
Polygon	Article: "Tech Deck, Innovative Indie Game" [GDC]	San Francisco, USA	2018
SAAM Arcade	Smithsonian American Art Arcade Showcase	Washington DC, USA	2018
Playcrafting	Hosted Hologram Hackathon at Microsoft Times Square	New York City, NY	2017
Games for Change	Pitch Event, Best Use of Technology	New York City, NY	2017
IndieCade	Subversive Games Panel, Solo Segment	Los Angeles, CA	2017
WeWork NYC	Solo Hour Talk; Artwork, Life, & Concepts	New York City, NY	2016
ISEA 2016	"Resurrect...", Run Run Shaw Creative Media, CUHK	Hong Kong, CN	2016
SIVA (Shanghai)	Solo Hour Talk; "A Simulated Hill to Die On"	Shanghai, CN	2015
JIN Space Gallery	Special Guest Exhibitor, Lumen Prize Showcase	Shanghai, CN	2015
ICUC Campus	Special Art Exhibition: Resurrect From Digital	Beijing, CN	2015
ISEA 2014	"A Shy Game...", Zayed University, Solo Segment	Dubai, UAE	2014
Hammer Museum	UCLA Game Arts Festival	Los Angeles, USA	2013

E3	IndieCade E3 Indie Showcase	Los Angeles, USA	2013
Dark Horse	Now '13 Digital Arts	Melbourne, AU	2013
ISEA 2013	"A Serious Game...", Main Hall, Solo Segment	Sydney, AU	2013
Games for Change	"Inside the Colorful Mind..." Feature Article	New York City, NY	2012
Pots Weekly	"The Indie Game that Challenges..." Feature Article	Taipei, TW	2012
Sierra Arts	In a Permanent Save State Special Exhibition	Reno, USA	2012

Education

MFA [Master of Fine Arts]
University of Nevada Reno Graduated: May 2014
Major: Digital Media, Games, Interdisciplinary Art
2x Outstanding Graduate Student (Art) 2012-2014
Travel Grant to ISEA (Sydney, AU), *Critical Play : Art & Computer Games* Teaching and Exhibition

BFA [Bachelor of Fine Arts]
University of Oklahoma Graduated: May 2011
Major: Film, Video, Interactivity; Minor: Art History
Achievement in Editing at REDBUD Film Festival,
Game Showcase at *Momentum, Art Never Stands Still*,
Ben Barnett Scholarship for Creative Excellence

Skill Sets & Areas of Expertise

*__Engines & IDEs__: Unreal, Unity, Arduino, PyCharm, Processing, GameMaker, GameSalad, Visual Studio. High proficiency in modern, proprietary game engines (Unreal 5+ Years, Unity 10+ Years) in the workflow of arena mass-multiplayer level games, prototype games, games for new media interfaces, installations, and independent games. Windows, iOS, and Android deployment. Virtual production and profiling (Switchboard, nDisplay, Live Link, Pixel Streaming) with Unreal.

*__Programming Languages__: C++, C#, C, TypeScript, Python as primary proficiencies. Interchangeably, these are used between which gaming engine or software a project calls for and specific operation.

*__Digital Arts__ (3D, 2D, Motion) A strong background with the visual arts and how it ties into interactive projects; both as a creator and working in tandem with artists, I have extensive experience in the creation and workflow with of visual assets including 3D rigged models and rigging, sculpting 3D characters and environments, stepped 3D animation with character, stepped 2D animation will own illustrations, previsualization, storyboarding, and more in the context of a game or interactive experience using modern creative content tools (Autodesk Maya, ZBrush, After Effects, Photoshop, and more.) Extensive experience with video editing and professional level production of composed video presentations & assets.

*__New Media Interfaces and Hardware__ : Extensive work with and generation of content, individually or team-based, with engaging front of the line new media hardware including motion capture (Industrial Light & Magic, Perception Neuron), OpenCV (Python), VR (Oculus Quest 1 and 2, HTC Vive), VR trackers (Vive Tracker), AR (ARCore, ARKit), Raspberry Pi, Arduino, sensors, Ultraleap/Leap Motion, Looking Glass holograms, RealSense, and more. Served as lead on XR tech demos. Extensive development with iOS/VisionOS devices in the Apple Vision Pro and its correlation to proprietary game engines. Able to develop using Apple based operating systems between Mac and Windows development team workflows.

*__Presentation, Speaking, and Mentorship__: For various events internationally, a speaker at multitude of conferences on behalf of independent and company projects; via panel or solo seminars. Meanwhile, in recent and past years being able to work with and lend knowledge to other engineers and artists on a team-based unit and as a full-time university professor.