Aaron Santiago
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Artist:

Fashion ForevAR   2022
- An AR experience where audiences can collectively watch a fashion show overlaid onto real-world geometry. Winner of best web AR experience at Niantic Lightship VPS World Tour.

DUET, Brandon Powers   2020 - 2022
- A two-person VR dance ritual that has participants "perform" in front of an audience. Shown at ONX and NY Live Arts.

Simple Stage Manager, Columbia Digital Storytelling Lab   2020 - 2022
- Online software that allows for running distributed shows through web browsers. Used to power Blockchain Fairytale, a show developed by Columbia Digital Storytelling Lab that was shown at Slamdance 2022 and The Shed .

Severe Clear, James Scruggs   2021
- A live Zoom experience featuring audience participation and audience management inside breakout rooms. Shown at Texas Tech and online.

In the Future Everything Will Be Perfect, Anne Spalter   2020 - 2021
- An interactive software sculpture installed at the Boston Cyber Arts gallery, and shown in Williamsburg, NY as a window installation. Cameras detect users walking up to windows on the street and activate visuals to appear within a crystal ball.

Trifoil, Blinks (Move38)   2021 - Current
- A long-form abstract strategy game built for the Blinks platform. Published in 2021.
- Winner of Best Blinks Game, Global Game Jam NYC (Playcrafting) 2021

Presence, Oculus Launchpad   2020 - 2021
- As part of the Oculus Launchpad program, this is a VR experience that connects the audience to their bodies with mindful and intuitive toyetic experiences.

Nightbloom   2020
- Sculpture installed at the Ann Arbor Art Center. Performed alongside Chromic for the Asian aRts Improv Midwest quarantine streams.

Playdate, Ying Liu   2020
- A web-based companion piece to Ying Liu's *Playdate*, a play performed at ISSUE Project Room and across downtown Brooklyn. The website will show the positions of the actors as they travel across the city on an interactive map.

beyond.garden   2020
- An immersive online experience blending light sculpture, digital graphics, spatial audio design, piano performance, and poetry. Shown at LA Design Arts festival.

Project Coordinator, Risa Puno   2020
- Worked to collate and process data, along with miscellaneous administrative tasks.

Reactor, Blinks (Move38)   2020
- A fast paced game based on a popular card game built for the Blinks game platform.
- Winner of Most Innovative Blinks Game, Global Game Jam NYC (Playcrafting) 2020

Engineer:

Freelance 2019 - Current
- Wayports - Created an online meeting space that supports a large distributed office to hold meetings, presentations, and conferences using custom avatars and spatial audio.
- Noda - Prototyping new input methods and features for a VR mind-mapping tool. Launched on the Oculus store in 2021.
- (NDA contract) - Created a plugin for Unity to interoperate with C++ on desktop and mobile platforms.
- Remote Control - Developing prototypes in Unity and Spark AR. Managing teams of prototypers and asset production staff.

Gameplay Programmer, Ramen VR 2019
- Productionize features in a VR MMO built on Unity for the Oculus platform.

Software Engineer, Google Daydream 2018 - 2019
- Developed experimental augmented reality experiences in partnership with brands and Google products.

Software Engineer, Google Interactive Media Ads 2016 - 2018
- Updated and expanded a Google-scale ads frontend.

Game Developer, opka.io 2016
- Created *opka.io*, a multiplayer browser based variant of pong.

Gameplay and UI Programmer, Those Awesome Guys 2016
- Worked on *Move or Die*, a Steam release with an 86% rating and thousands of active players.

Freelance 2015
- Designed browser-based games to allow couch multiplayer with phones instead of controllers.

Education:

NYU ITP Camp 2020
School of Machines, Making, and Make Believe Fall 2019
Bard College at Simon's Rock May 2015
- Bachelor of Arts in Computer Science