

Anton Renouf

Immersive Experience Designer

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Work Experience

AR Product Design Intern @ Mount Sinai Hospital

May - August 2023

- Spearheaded development of a prototype AR treatment application for iOS and Android using Unity and C#.
- Built product vision, overseeing complete prototype lifecycle from design pitches to crafting 3D assets, animations, user interfaces and interactions.
- Provided fully functional prototypes to Mount Sinai that **offered a controlled yet enjoyable exercise environment for children with chronic lung ailments.**

Level Design Intern @ Wix Games

January - April 2021

- Collaborated with an independent studio, contributing to the level design of a 2D side-scrolling platformer for PC, centred around the core mechanic of no jump button.
- Created level blueprints on paper to plan the player's emotional journey before bringing them to life using a proprietary in-house game engine.
- Refined encounters based on playtesting feedback to balance player challenge, enjoyment and progression.

Academic Projects

Design Prototyper @ Xtension

August - December 2023

- Successfully showcased an innovative location-based entertainment experience to **80+ guests**, many of whom **felt augmented with special abilities.**
- Designed audio-reactive visuals with TouchDesigner, immersing users in the fictional setting and wrote onboarding/offboarding scripts to convey their role's significance.
- Led prototyping of Arduino and exploration of off-the-shelf wearables, assessing potential for enhancing human abilities whilst ensuring a comfortable fit for diverse body shapes.

Interaction Designer @ Mindful Bloom

March - April 2023

- Merged AR and BCI technologies to create a stress-trigger learning intervention that resulted in focused attention meditation through finger painting.
- Directed the exploration of adapting physical finger painting into AR, prototyping interactions to create a sense of calm for the user upon completion.
- **Co-authored a paper** that was published on Association of Computing Machinery (ACM) and presented at the Interactive Surfaces and Spaces (ISS) 2023 conference.

Education

Carnegie Mellon University

Masters of Entertainment

Technology

GPA: 3.83/4.00

May 2024

Rose Bruford College

BA. Hons Stage and Events

Management

First Class Honours

Sept. 2022

Skills

Experience Design

Product Design

Game Design

Level Design

Tools

Unreal Engine 4/5

Unity

Adobe Creative Suite

Blender

Autodesk Maya

TouchDesigner

Figma

Arduino/ Raspberry Pi

SolidWorks

Game Maker Studio 2

Languages

C#

Javascript

HTML/CSS

Python

C++

Unreal Engine Blueprints

Platforms

Meta Quest 2

Meta Quest Pro

iOS/Android

Magic Leap 1

Tobii Eye Tracker

Tilt Five

PC