

MARIA MISHURENKO

ABOUT

I am an award-winning Senior Immersive Designer and Prototyper with extensive hands-on experience building and delivering successful, highly impactful immersive products. Currently interested in virtual reality as a medium for societal change, but open to other immersive technologies.

EXPERTISE

Game and experience design
Instructional Design
Project management
Product Design
Leadership and mentorship
UX design

ABILITIES

3D modeling (incl. procedural modeling)
Texturing
Gameplay scripting
Technical art (shaders, real-time VFX, animation, rigging)
Motion capture and cleanup

TOOLBOX

Houdini+Vex+Python
Unity + C# + git
Reaper
Substance Suite
Adobe Creative Suite
IClone and Character Creator

WORK EXPERIENCE

Prisms Of Reality | New York, USA, remote — *Lead Spatial Designer*

August 2020 – September 2023

- Played a crucial role in expanding the spatial design of the [Prisms Spatial learning platform](#), elevating it from a small prototype to a comprehensive library of middle school lessons in Algebra, Geometry, and Science. As of 2023 Prisms was deployed at 190 school districts across 36 states.
- Co-led the design team throughout multiple product launches, including the successful introduction of Prisms VR Math, offering algebra, geometry, and advanced algebra lessons on the Meta Quest platform (<https://www.meta.com/experiences/8875714305775804/>)
- Contributed to hiring, product design, project management and internal design research.
- Actively participated in daily hands-on project development, involving Unity scripting, scenes setup, prototyping, procedural modeling of assets, character animation, shader development, playtesting, and the creation of educational animations.
- Provided mentorship and guidance to junior designers and developers

Synesthetic Echo | New York, USA — *Co-Founder, Lead Immersive Designer*

2015 - PRESENT

- Co-founded and managed a design studio focused on immersive design, particularly in virtual reality.
- Developed award-winning interactive projects (games, installations, tech demos, and experiential designs) both for clients and the studio.
- Successfully secured funding for in-house research and development projects.

Project highlights:

- Collaborative art creation framework for the Looking Glass volumetric display and Oculus Rift.
- AR multiplayer music game, Impromptu Jam.
- Choose-your-own adventure generative musical experience for Bose AR glasses.
- "Bizarre Barber" - an accessible action VR game supported by Meta and NYU Game Center.
- "Awere," a biofeedback-enabled VR experience supported by Miami Dade University.

Freelance | Lviv, Ukraine and Riga, Latvia — *Creative Director*

2012-2014

- Created successful media products from scratch, including short films, animation series, and educational graphic novels, for Kazakhstani and European non-profit organizations.
- Managed and coordinated small international teams. Assumed responsibilities in budgeting, reporting, and evaluating results.

Whitehill design studio | Aktobe, Kazakhstan — *Co-Founder, 3D artist*

2009-2011

- Managed and art-directed studio projects (music videos, commercials, branding)
- Worked with clients on creating effective marketing and branding solutions.
- Modeled, animated and rendered 3D art assets for videos and graphic design.

EDUCATION

New York University Tisch School of Arts — *Master of Game Design*

2017-2019, New York

Researched experimental game and UX design for emerging mediums, including AR, VR, interactive projections, motion capture, and holograms. Participated in corporate media research projects led by NYC Media Lab in partnership with Verizon, Charter Communications, and A+E Networks.

Aktobe State University — *Bachelor of Journalism, Magna Cum Laude Diploma*

2005-2009, Aktobe, Kazakhstan

AWARDS

- International Game Developers Association Next Generation leader 2017 awardee
- Oculus Launchpad 2018 grant awardee
- NYU Game Center Incubator 2019
- GDC Amplify New Voices finalist 2021

SPEAKING

- SIGGRAPH 2020 (MIDI mapping in Houdini, hands-on workshop)
- GDC 2020 (Tech Art Toolbox, Experimental Game Design Workshop)

LANGUAGES

English (fluent), Russian (native)