

## ARI BLUMBERG

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Creative Technologist and Spatial Designer

### EDUCATION

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**University of Texas at Austin** - Austin, TX May 2027  
Pursuing a Bachelor of Science in Arts and Entertainment Technology with a Minor in Business; 3.9 current GPA

### EXPERIENCE

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**New Media Artist** - *Freelance* - Austin, TX 2024 - Present

- Designed and operated DMX lighting systems for a DIY rave, programming cue stacks and executing real-time looks in a live, uncontrolled environment
- Integrated and troubleshooted an AI-powered photobooth installation for a SXSW brand activation, ensuring reliable hardware and software performance across hundreds of interactions throughout multiple days
- Designed and animated motion graphics for live performances for multiple genres, optimizing assets for real-time playback and audience-facing display

**Immerse Studio** - *Interactive Media Intern* - Venice, CA June - August 2025

- Built interactive volumetric LED applications in TouchDesigner, enabling real-time parameter control and live manipulation of 3D light environments
- Developed client-facing volumetric LED visualizations, translating technical capabilities into compelling demo experiences for external stakeholders
- Prototyped OSC data pipelines and real-time system integrations, exploring unique approaches to connecting hardware inputs with software-driven visual output
- Researched and identified potential partners and promoters for the studio, compiling a database of international contacts to support business development

**Russ Tour at Intuit Dome** - *Live Event Production Shadow* - Los Angeles, CA August 2025

- Observed full load-in and strike of a 15,000+ capacity arena production, gaining hands-on exposure to large-scale rigging, LED video wall configuration, and distributed audio system integration
- Learned production workflow and cross-crew coordination in time-sensitive conditions, including cabling standards, truss assembly, and troubleshooting protocols

### LEADERSHIP EXPERIENCE AND ACTIVITIES

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**Sigma Alpha Mu** - *Graphic Designer* - Austin, TX 2023 - 2025

- Designed motion graphics, event content, and branded apparel for recurring events, maintaining visual consistency across a large organization
- Led a multi-month fabrication project from concept through physical completion, coordinating team members and managing timeline across production phases

### SKILLS

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**Technical:** TouchDesigner, Three.js/WebGL, Blender, Arduino, DMX/ArtNet, Resolume, Ableton, Adobe Creative Suite, Chataigne, OSC/MIDI integration, Procreate

**Currently building:** Web Audio API, GLSL shaders, real-time generative web environments

**Professional:** Creative Thinking, Project Management, Multitasking, Team Leadership