

# CHRISTOPHER QUINE

Creative technologist and artist at the intersection of immersive experience design, real-time 3D, and generative AI — 26 years of creative collaboration.

Vancouver, BC · 604-715-1032 · cquine@quinefx.com · quinefx.com · @quinefx

## PROFILE

During the day I design, develop, and implement interactive experiences in physical and digital spaces for humans to visit, enjoy time together, and learn stuff.

I've been doing this for 26 years and I'm just getting started. Interactive exhibits at Rockheim (Norway's National Museum of Pop and Rock), a massive multiplayer installation at World Expo 2005 in Japan, GPS-triggered storytelling on backcountry trails in Banff, life-size MetaHuman avatars that visitors can talk to at the Canadian Warplane Heritage Museum. Eight years leading Digital Design at Vancouver Film School, teaching immersive installation, design thinking, and interaction design.

Right now I'm building real-time AI characters in Unreal Engine 5 with custom voice pipelines, and leading AI/ML integration into exhibit systems at Parallel World Labs. Tools include UE5, Blender, TouchDesigner, Python, and a lot of bespoke AI workflows built to solve specific problems. I work where spatial design meets real human behaviour.

## EXPERIENCE

### Creative Technologist — Visual Prototype Development

Fulbright Museum Project · University at Buffalo

2026 · Contract

Contracted creative technologist on a Fulbright-funded research initiative developing interactive digital characters for museum audiences — ocean and climate themed, targeting pre-teen and early-teen visitors.

- Collaborated with Fulbright scholar Helen Hua Wang on character concept and visual direction
- Directed design language development for ocean deity and marine life characters
- Built generative image pipeline in ComfyUI (Flux) for concept-to-character visual prototyping
- Characters slated for full MetaHuman / UE5 interactive build in subsequent project phase

### Creative, Design & Innovation

Parallel World Labs Inc.

Jul 2023 – Present · Fractional · Ongoing

- Architected STT/LLM/TTS pipelines for interactive AI characters with sub-2-second end-to-end latency
- Developed AI-driven face and voice reconstruction workflows for digital historical figures, including SR&ED-funded voice de-aging research
- Integrating MediaPipe, Three.js, and LLM inference into browser-based interactive installations
- Driving MetaHuman character pipelines in UE5 for museum installations targeting public science education

### MetaHuman Designer

Studio Fountainbird · Self-employed

Jun 2023 – Present · Hybrid

- Designing and building production-ready MetaHuman characters and real-time environments in UE5 and Blender — from concept through deployment
- Custom character pipelines integrating AI-driven voice, lip sync, and behavioral animation
- AI/LLM dialogue systems wired to MetaHuman facial rigs for responsive, real-time interaction
- Real-time environment and lighting design for immersive installations and interactive experiences
- Generative image R&D (Flux, ComfyUI, IP-Adapter) for concept-to-character development

## **Independent Art, Design & Tech**

Self Employed

*Sep 1999 – Present · Hybrid*

A 25+ year practice at the intersection of technology, embodied experience, and human connection — using art as a laboratory for experimental approaches to presence and intimacy.

- Generative and algorithmic art spanning image, video, and interactive installation
- Hardware prototyping with Arduino and custom sensor systems for responsive environments
- Analog synthesis and sound design as compositional medium
- Pen and ink meditative drawing as a core discipline alongside digital practice
- Hardware hacking and physical computing for bespoke interactive work

## **Senior Instructor / Program Lead — Digital Design**

Vancouver Film School

*Jun 2014 – Jun 2022 · 8 yrs · Vancouver, BC*

- Led the Digital Design program, guiding students from concept through production-ready work
- Architected curriculum for Advanced Interaction Design, Immersive Installation, and VR/AR
- Taught User-Centered Research, Immersive Design, Interaction Design
- Directed graduate project development, bridging student vision with real-world production requirements

## **Interactive Designer — UI/UX**

Parallel World Labs Inc.

*Jun 2008 – Jul 2010 · Toronto / Oslo*

Contracted to design and build interactive exhibits for Rockheim, Norway's National Museum of Popular Music — working onsite in Oslo across a two-year international engagement.

- Designed and developed interactive exhibit experiences from concept through installation
- Produced wireframes, storyboards, and prototypes for international teams
- Provided on-the-ground technical troubleshooting during museum build-out

## **Interaction Designer / Manager, Interactive Media**

The Banff Centre

*Apr 2006 – Apr 2008 · Banff, AB*

- Core interaction designer on Tracklines — a pioneering GPS-triggered locative storytelling experience for Banff National Park backcountry trails, commissioned with Parks Canada
- Designed minimal-attention UI: audio-first, screen-minimal interaction for wilderness environments
- Created ambient animations, storyboard posters, and visual design assets
- Managed digital projects across visiting artist residencies at the Centre for Experiential Education

## **QA & Technical Liaison**

Parallel World Labs Inc. (originally Immersion Studios Inc.)

*Nov 1999 – Jan 2006 · Toronto, ON*

Foundational six years building and supporting complex interactive installations for high-profile international clients — spanning real-time digital cinema, touch/projection systems, and large-scale immersive environments.

- Maintained and troubleshot a 100-PC render farm supporting real-time interactive production
- Designed and calibrated UI for interactive rich media experiences across touch and projection platforms
- Traveled internationally for on-site installation, commissioning, and technical support