NICK BARTZOKAS
R&D Engineer Exploring 3D, AI, and XR

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EXPERIENCE

Senior R&D Engineer
The New York Times, New York, July 2020 – present

Building interactive stories, data visualizations, and journalism tools with 3D, XR, and machine learning.

Technical Director, Software Developer
Freelance, New York, July 2019 – July 2020

Provided technical leadership and software development for creative and educational projects.

- Worked on simulation and data driven VFX for AMNH Hayden Planetarium show *Worlds Beyond Earth*
- Developed VFX and games for choose-your-own-adventure web shows in which play drives narrative

Associate Director of Science Visualization
The American Museum of Natural History, New York, January 2018 - June 2019

Led a team of researchers, designers, and developers in collaboration with scientists and educators, producing immersive experiences, games, and visualizations that engage museum visitors with science.

- Produced VR experience, *T.rex: Skeleton Crew*, a first for the museum, jury-selected for SIGGRAPH
- Produced AR content for museum's mobile app that makes scientific specimens spatially interactive

Product Manager, Sesame Street & IBM Watson Pilot
Sesame Workshop, New York, June 2016 – February 2017

Led a team through concepting, design, development and testing; planned and executed strategies for leveraging Sesame's expertise on child development and IBM's cutting-edge machine learning services.

- Produced AI-powered prototype that taught kindergarteners vocabulary through adaptive curriculum
- Awarded US Patent #10506303 as member of Sesame Street's historic partnership with IBM Research

Senior Creative Technologist
The LAB at Rockwell Group, New York, October 2014 – December 2017

Led technology and innovation for award-winning design studio; made corporate exhibits and digital art for clients including Facebook, D'Addario, Hard Rock, Hilton, and the Cooper Hewitt.

- Developed VR, generative visuals, tangible interfaces, large scale and globally distributed systems
- Launched LAB's R&D workshop and lecture series exploring the cutting edge and fostering teamwork

Creative Technologist, Exhibitions Media & Interactives
The American Museum of Natural History, New York, July 2012 – October 2014

Produced award-winning educational interactives and games for museum exhibits, conducted brainstorms and R&D, designed and developed robust software and hardware solutions.

SKILLS

Leadership/Design: strategy, proposals, project planning, ideation, R&D, prototyping, experience and interaction design

Tech: 3D, AI/ML, AR/VR, Blender, CV, Houdini, JavaScript, Node, Python, React, Shaders, Spark AR, Three.js, Unity, WebXR

EDUCATION

Rutgers University
Computer Science B.S.
Cognitive Science minor
New Jersey, 2005
Dean's list, Honors