# RAOUL BUBBER

**CREATIVE TECHNOLOGIST | AI-NATIVE SYSTEMS | INTERACTIVE & REAL-TIME VISUALS**

New York, NY | raoulbubber.work@gmail.com | www.raoulbubber.com
linkedin.com/in/raoul-bubber-161315195 | U.S. Permanent Resident | No Sponsorship Required

## SUMMARY

Creative Technologist with 3+ years of combined contract and equivalent interaction-systems experience, building client-facing interactive installations, real-time 3D visuals and approval-gated AI-assisted tools. Turns changing requirements into polished, controllable systems.

## PROFESSIONAL EXPERIENCE

**Interactive Media Developer (Contract)** **May 2025 - Feb 2026**
**BOREALI LLC**

• Designed and built a client-facing interactive installation from the client's requirements to deployment and international handoff, including visual direction, prototyping and hardware/software integration.

• Built presence and trigger logic and polished real-time 3D sequences in TouchDesigner, with Arduino sensors and serial data driving the interaction.

• Turned changing client, user, creative and technical requirements and physical constraints into an intuitive client-operated interface and failure-recovery logic.

**Design Operations & Production Systems Consultant (Contract)** **Jan 2024 - May 2026**
**Bishen Dyeing Printing & Weaving Mills**

• Introduced AI-assisted workflow improvements for a 22-person design and production team, supporting approximately 40% productivity improvement.

• Led the reorganisation of a 20+ year Network Attached Storage (NAS) design archive, creating a self-serve taxonomy that improved asset retrieval and reuse.

• Assisted with developing and implementing standardised software across factory departments and trained staff on new tools and workflows.

**Digital Systems Designer (Contract)** **May 2025 - Oct 2025**
**Spherical**

• Standardised large-scale Figma component libraries for SphereOS and internal workflows into scalable, developer-ready design systems with design tokens and multi-theme styling.

• Partnered with engineering in Storybook on component behaviour, edge cases and production readiness. UI/UX work included The Grand America Hotel, Little America Hotel and Awasi.

## SELECTED WORK

**Vincenzo OS / VinDeck** **2025 - Present**
**Approval-gated, AI-assisted command deck and desktop on Omarchy / Arch Linux**

• Designed, configured and tested VinDeck work surfaces and a Linux desktop with Quickshell/GTK interfaces, Hyprland integrations and local Python services, through AI-assisted development.

• Defined reusable patterns for visible status, explicit approval, progress, correction, failure recovery and human-in-the-loop control.

**Juice WRLD "Already Dead" Visualizer** **2021**
**Official animated music visualizer with 15M+ views**

• Directed a 20-person creative team on a seven-day turnaround and delivered the official visualizer in six days.

## SKILLS

**Creative technology:** TouchDesigner, Arduino sensors and serial data, real-time 3D, Three.js, React Three Fiber, Blender, Houdini, After Effects, Adobe Creative Suite

**AI and workflow:** ChatGPT, Claude, Codex, Ollama, agentic workflow design, human-in-the-loop patterns, prompt and context engineering, Obsidian

**Design and build:** Figma, design tokens, component libraries, Storybook, interaction design, prototyping, AI-assisted React/TypeScript, Linux, GitHub, Vercel

## EDUCATION

**MFA Computer Arts, School of Visual Arts (NYC)** | Sep 2022 - May 2024
**BFA Animation, School of Visual Arts (NYC)** | Sep 2017 - May 2021

## PUBLICATIONS AND SERVICE

**Seven-Point Perspective: Integrated into Reality -** EVA London / ScienceOpen, 2025; peer-reviewed by the British Computer Society

**Peer Reviewer, EVA London -** Reviewed selected conference submissions in 2026; invited to return in 2027