

Christopher Quine

Technical artist and creative technologist

I design immersive experiences, the digital characters and environments inside them, and the technical systems that produce them, including bespoke AI workflows that run fully local. My foundation is graphic design.

26 years of exhibits and installations: Rockheim (Norway's National Museum of Pop and Rock), a multiplayer installation at World Expo 2005, GPS-triggered storytelling on Banff's backcountry trails, and life-size MetaHumans that visitors talk to at the Canadian Warplane Heritage Museum. Eight years leading Digital Design at Vancouver Film School. I work where spatial design meets real human behaviour.

26

years of exhibits and installations

4

years of fully local AI pipelines

730 GB

of models on my own hardware

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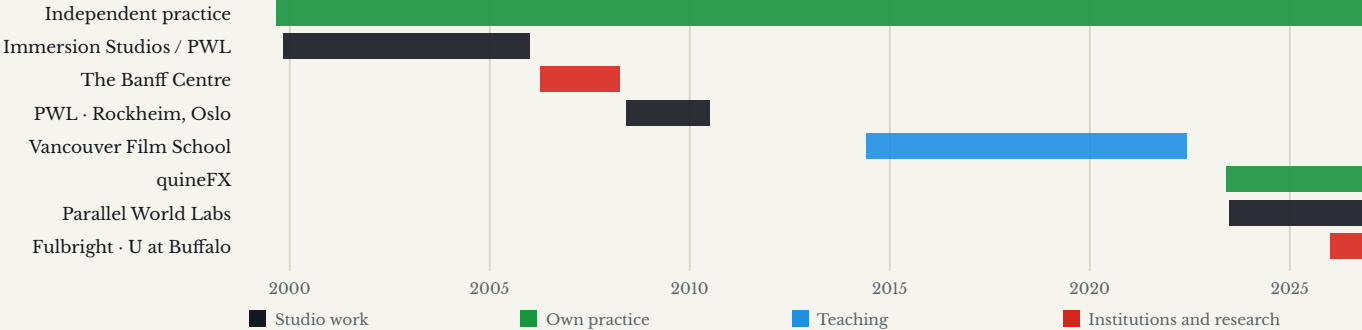
voice-to-voice character response

6

countries installed: Canada, US, UK, France, Norway, Japan

Career, 1999 to 2026

quineFX · a one-person, many-machine studio



Experience

1 of 2

Creative Technologist — Visual Prototype Development

2026

Fulbright Museum Project · University at Buffalo · 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
- Built generative image pipeline in ComfyUI (Flux) for concept-to-character visual prototyping

Creative, Design & Innovation

Jul 2023 – Present

Parallel World Labs Inc. · 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

Jun 2023 – Present

quineFX · Self-employed · 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

Independent Art, Design & Tech

Sep 1999 – Present

Self Employed · 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

Senior Instructor / Program Lead – Digital Design

Jun 2014 – Jun 2022

Vancouver Film School · 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
- Directed graduate project development, bridging student vision with real-world production requirements

Interactive Designer – UI/UX

Jun 2008 – Jul 2010

Parallel World Labs Inc. · 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
- Provided on-the-ground technical troubleshooting during museum build-out

Interaction Designer / Manager, Interactive Media

Apr 2006 – Apr 2008

The Banff Centre · 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

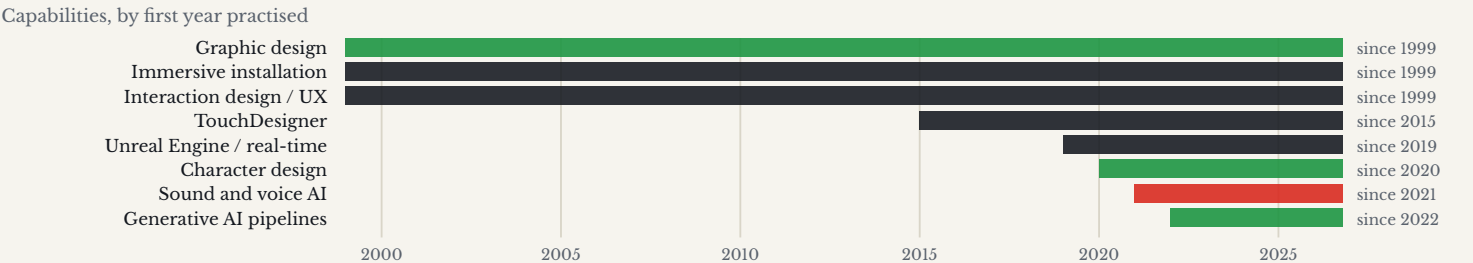
QA & Technical Liaison

Nov 1999 – Jan 2006

Parallel World Labs Inc. (originally Immersion Studios Inc.) · 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 troubleshooted a 100-PC render farm supporting real-time interactive production
- Traveled internationally for on-site installation, commissioning, and technical support



Toolbox

traditional design stack first, then the contemporary one

Ps Photoshop	Ad Adobe suite	Gi GIMP	Bl Blender	Dw DAWs	Mm Max/MSP	Ar Arduino	Td TouchDesigner
Cu ComfyUI	Fx Flux.1 dev	Lt LTX-2.5	Lo LoRA training	Wh Whisper	Xt XTTS v2	Ue Unreal 5	Mh MetaHuman

Real-time 3D

UE5 · Blender · TouchDesigner · Three.js

AI / ML

ComfyUI · Flux · LTX Video · MediaPipe · LLM pipelines · STT/TTS

Creative Code

Python · JavaScript · Arduino · Processing

Design

Interaction Design · UX/UI · Environmental Design

Sound

Analog synthesis · DAWs · Sound design · Audio pipelines

Hardware

Physical computing · Sensor systems · Hardware hacking · Circuit building

Selected work

quinefx.com/work

01	Making Freedom Fly	WWII veterans, speaking in the voices they had during the war
02	The Column Auditions	Twelve hologram hosts try out for one interactive dome
03	Pixelated Portals	Installation concepts, generated from my own back catalogue
04	Open-Source 3D PBR	One photo in, a textured 3D model out
05	Action Figures	Imaginary 1970s toys, boxed and carded
06	Other Worlds	Corridors of figures, repeated until they became a place
07	AI Crucible	The failures it took to get the handful that worked