

# Alex Suber

Experiential Producer

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[Website](#) | [Portfolio](#)

## EXPERIENCE

### Media.Monks, San Francisco — Sr. Experiential Producer

JULY 2021 – CURRENT

At Media.Monks I work hands-on with a multi-disciplinary team of engineers, designers, and strategists to quickly and effectively understand innovative technologies and leverage their strengths to push creative boundaries. As a project lead I'm responsible for ushering a global team of Monks through the R&D process and into production environments where we craft awe-inspiring brand experiences for Fortune 50 companies.

### Future Colossal, NYC — Experience Producer

JANUARY 2020 – JUNE 2021

Full-stack producing role where responsibilities ranged from defining the project's strategy and mitigating risk to delivering the integrated product on time and within budget. Utilizing my past experience in film production, virtual reality development, and digital arts I work closely with a cross-functional team of creative technologists to deliver interactive and immersive projects at the highest creative and technical standard possible.

### The Endless Co, NYC — Technical Producer

JANUARY 2018 – DECEMBER 2019

Responsible for managing projects across various 3D animation pipelines for integration in VR/AR experiences and experiential marketing activations. Working across disciplines as both a creative and technical supervisor in a fast-paced collaborative environment. Strong communication and organizational skills across technical and non-technical audiences. Tasked with conceiving, prototyping and overseeing 1M+ budget projects for Fortune 500 Companies such as Adidas, Google, Amazon, CAA & CNX.

### WeLens, Palo Alto, CA / NYC — Product Manager

JANUARY 2017 – DECEMBER 2017

Providing mobile virtual reality solutions for brand activations and educational access. Oversaw software product development and QA pipeline. Responsible for managing 500+ person synced VR screenings with clients ranging from Volkswagen to Conservation International.

### Maven Pictures, NYC — Research & Development

SEPTEMBER – DECEMBER 2016

Tasked with providing detailed coverage and analysis on feature film scripts. Also responsible for researching foreign film markets and developing intellectual properties for the American market.

## SKILLS

HCI Design Thinking

Project Management

R&D Management

Realtime 3D Pipelines  
(Unity/Unreal)

Virtual & Augmented Reality

Agile Development Process

Product Innovation & Design

Event Management

## AWARDS

[Verizon 5G Storyteller  
in-Residence](#)

[Google VR JumpStart Fellow](#)

[Mellon Grant Researcher](#)

[Keller Venture Grant Recipient](#)

[Thomas J. Watson Fellow](#)

## LANGUAGES

Spanish (Proficient)

Mandarin (Beginner)

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## Watson Foundation, Asia — *Watson Fellow*

JULY 2015 – AUGUST 2016

Awarded a one-year highly selective grant for purposeful exploration outside the U.S. Qualities sought in the selection of fellows include leadership, imagination, emotional maturity, courage, integrity, resourcefulness and responsibility.

Conceived and executed an original project titled 'The Empathy Machine' that explored cinema's role in the cultures of China, Japan, Korea, India, Sri Lanka, Russia and Mongolia. Co-produced Japanese feature film and reviewed over 300 Asian-language films for Slant Magazine & Cineaste.

## EDUCATION

### Colorado College, Colorado Springs — *B.A.*

GPA 3.6

GRADUATED MAY 2015

Major: Philosophy

Minor: Film and New Media Studies

### New York University, NYC — *Tisch School of the Arts*

GPA 3.8

FALL 2013 SEMESTER AT TISCH PROGRAM

Focus: TV/Film Production

## PROJECTS LEADS

For a comprehensive list of projects and case studies please see my [Portfolio](#)

### [Universal Studios: Super Mario Land](#) (*Augmented Reality*) – **Producer / PM** 2020

Responsible for the installation of 9 interactive attractions at the highly anticipated Super Mario Land at Universal Studios Japan. Led a multi-disciplinary team to the successful installation and integration of state-of-the-art, technology-driven activations. Management of international clients, multiple time zones, and a 1M+ budget. Responsible for overseeing development and installation across global parks.

### [Adidas Loop Launch](#) (*Projection Mapping*) – **Tech Producer** 2019

Served as the Lead Technical Producer and point of contact for all teams at the launch of the world's first fully recyclable shoe: Adidas [FUTURECRAFT] Loop. Consulted on projection mapping, content delivery, server specs, and projection materials. Delivered immersive experience for over 200-Adidas sponsored athletes and creators.

### [Tissot Buzzerbeater Challenge](#) (*Augmented Reality*) – **Producer / PM** 2019

This Kinect-driven MR challenge brings users into the unique perspective of an NBA player. Using computer vision and an interactive game engine, our team activated thousands of participants at the NBA All-Star Game and Macy's NYC Herald Square. Served as liaison between all teams, overseeing software development, QA and deployment.

### [Rihanna Hologram: Savage x Fenty](#) (*Mixed Reality*) – **Producer / PM** 2018

Produced the world's brightest and tallest human hologram for Rihanna's SAVAGE x FENTY lingerie launch in Brooklyn, NY. Forging full speed ahead, our team designed and executed a larger-than-life hologram.