CONOR JAMES
Creative Technologist | Narrative Systems Designer
conorandrewjames@gmail.com | linkedin.com/in/conorandrewjames | Brooklyn, NY
www.conorajames.com

SUMMARY

Creative technologist and narrative systems designer creating immersive and interactive experiences through storytelling, media, and emerging technology. Combines humanities-based research with concept development, prototyping, systems design, and production to turn stories, signals, and places into interactive experiences.

SELECTED CREATIVE TECHNOLOGY PROJECTS

hyper_object: The Age of Cruel Miracles — AI Systems Designer & Production Associate
Johns Hopkins University | Sep 2025–Jul 2026

- Designed and built eva_rewriter, an interactive narrative system for a live neurotheater adaptation of Stanislaw Lem's Solaris, translating five EEG brainwave bands into linguistic parameters that selected among 1,024 pre-generated dialogue variants during performance
- Conducted comparative analysis of seven Solaris adaptations spanning 70 years, translating patterns in character voice, syntax, emotion, and uncertainty into five parameters governing the dialogue system
- Built a Python operator application and live teleprompter/projection workflow designed to minimize latency and performance risk; system premiered before 200+ attendees at the Hopkins Bloomberg Center in Washington, D.C.
- Collaborated across a production involving more than 50 artists, researchers, engineers, and production professionals; also operated a live-feed Sony FS7 camera during performance

NeuroCinema — BCI Researcher & TouchDesigner Prototype Developer
Johns Hopkins Applied Physics Laboratory | Independent Study

- Built a working brain-computer interface prototype using G.tec Unicorn EEG, TouchDesigner, and OSC to translate neural signals into scene-selection and film-editing decisions
- Developed interaction logic incorporating EEG, EMG, and IMU inputs, including thresholds and smoothing for noisy physiological data; prototype contributed to a NeuroCinema installation presented at the 2025 Tribeca Film Festival

Valve House Chronotope — Researcher & Immersive Media Designer
Independent Project

- Developing an immersive digital reconstruction of Baltimore's 19th-century Clifton Park Valve House, combining historical research and spatial storytelling with LiDAR scanning, photogrammetry, and 3D reconstruction
- Captured and processed site geometry using Polycam and LiDAR, reconstructed damaged and obscured architectural elements in Blender, and began preliminary development of a real-time environment in Unreal Engine

PROFESSIONAL EXPERIENCE

Independent Creative Technologist & Production Assistant | Sep 2023–Present

- Support film, immersive-media, and cultural projects across production, research, interactive media, and event operations. Produced and promoted independent local film screenings and arts events, coordinating programming, venues, logistics, and audience engagement.
- Supported the Baltimore production office and locations team for the feature film *They Fight* (2026).
- Provided logistical and administrative support to Oscilloscope Pictures at the 2026 Sundance Film Festival.

Production Assistant — Johns Hopkins / MICA Film & Media Center | Jan 2025–May 2026

- Supported narrative, documentary, and immersive productions across camera, lighting, grip, and audio workflows. Deployed emerging-media technologies including VR headsets, 360° video, and spatial-audio systems. Coordinated facilities, equipment, editing suites, recording studios, and soundstage logistics for interdisciplinary production teams.

Program Assistant — Baltimore Youth Film Arts | Feb 2023–Jun 2025

- Managed technical operations and digital-media workflows for a youth media-arts nonprofit, including a $50K+ inventory of cameras, laptops, and media-storage equipment. Managed digital archives, invoicing, and internal workflows; edited promotional video and designed marketing materials. Directed social-media publishing using Meta Business Suite.

Additional Experience: Volunteer, Beyond Video, Mar 2023–May 2026 | Teaching Assistant & Writing Tutor, University of Maryland, Jan 2020–May 2021

EDUCATION

Johns Hopkins University, **M.A., Film & Media, Immersive Storytelling & Emerging Technologies, May 2026 –** Immersive experience design, interactive narrative systems, Unreal Engine, VR/AR, generative AI, 360° production, spatial audio. Recipient of Outstanding Capstone Award for Immersive Storytelling and Emerging Technologies, 2026.

University of Maryland, College Park — B.A., Honors English Language and Literature, May 2021
Sandy Mack Honors Award for outstanding English Honors Thesis

TECHNICAL & CREATIVE SKILLS

Creative Technology: TouchDesigner, Unreal Engine, Unity, Blender, Twine, Ink, VR/AR, 360° Video, Photogrammetry, LiDAR, Spatial Audio, WebXR

AI & Interactive Systems: Python, Anthropic API, Claude Code, ChatGPT, Gemini, ComfyUI, OSC, NDI, EEG/BCI Prototyping

Film, Sound & Media: Camera Operation, Sony FS7, Lighting, Grip, Film Scoring, Sound Design, Music Production, Premiere Pro, DaVinci Resolve, After Effects, Logic Pro, Audition, OBS Studio

Research & Production: Narrative Design, Historical & Cultural Research, Archival Analysis, Interactive Installation, Project Coordination, Event Production