AUSTIN STANBURY

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PROFILE

XR researcher, educator, artist, and practitioner working at the intersection of immersive technology, AI, and the arts. Founder of an independent R&D studio with active university partnerships: project lead on municipal and clinical XR contracts, technical lead for VR production on NSF- and DoD-funded education research, and a publication record spanning ACM CHI, VRST, and CSCW. Practice combines applied XR for education and health with exhibited creative work investigating synthetic subjectivity and machine creativity.

EDUCATION

University of Florida *2019 – 2022*
MA, Digital Arts and Sciences — Digital Worlds Institute

University of South Florida *2015 – 2019*
BS, Quantitative Economics and Econometrics

APPOINTMENTS

University of Florida — XR Research and Development Associate *Aug 2026 – Present*
Gainesville, FL — Digital Worlds Institute. Research and development appointment under Dr. Hyo Jeong Kang on NSF-funded XR learning research.

- Developing XR training software for an industrial X-ray microscope that combines few-shot prompting of a vision-language model with headset scene understanding to deliver context-aware procedural guidance on the instrument.
- Building an in-situ XR tutoring system that links students' in-class test performance to a learner model the headset accesses, so that targeted support for each student's knowledge gaps is delivered on the machine itself.
- With Dr. Pavlo Antonenko, tying iMotions eye-tracking data to student performance on training simulations.

University of Florida — XR Software Developer *Jun – Aug 2026*
Gainesville, FL — Florida Semiconductor Institute. Built the XR training software for the PATHS program (NSF Award 2346819) and launched it to the public with the program's first cohort.

University of Florida — Adjunct Professor *Fall 2023; Fall 2026*
Gainesville, FL — Digital Worlds Institute. Teaching three undergraduate courses in game development and AR/VR production (Fall 2026), supplemented by weekly game-critique and film-analysis series to build students' media literacy alongside technical skills. Previously designed and taught a graduate VR studio whose collaborative XR installations were exhibited with the Florida Museum of Natural History (Fall 2023).

Augmented Info Systems — Founder and CEO *Oct 2023 – Present*
Fort Lauderdale, FL — Independent XR research and development studio engaged under contract by university, clinical, and municipal partners to design and build immersive-technology projects in education, health, and public heritage.

- Technical lead for VR production on the University of Florida's microelectronics education research, funded by the DoD (US Army) SCALE initiative ($450,000 sub-award via Purdue; PI: Dr. Navid Asadi) and NSF Award 2523924 ($682,707; PI: Dr. Hyo Jeong Kang); developed XR training

in partnership with the Florida Semiconductor Institute, yielding four peer-reviewed publications at CHI, CHI EA, and CSCW.

- Technical lead for VR production on the UF PATHS program for autistic STEM students (NSF Award 2346819; $620,104; PI: Dr. Hyo Jeong Kang), collaborating with UF from the program's conception.
- Developed MoodMentor VR vocational and mindfulness training with Road to Responsibility, deployed across two Massachusetts health networks serving thousands of neurodivergent adults.
- Delivered three AR historical reconstructions with USF Access 3D Lab and Pinellas County Parks, and four AR mural overlays for the City of Bartow ($100,000 municipal contract).
- Managed multidisciplinary production teams of up to ten (subject matter experts, software developers, 3D artists) and mentored three interns across a two-year cycle.

Guidehouse — Senior Consultant *Oct 2021 – Oct 2023*

PMO lead on CARES and ARPA-funded Covid-19 recovery for the State of South Carolina, managing workstreams exceeding $10M. Market lead for the firm's Large Language Models Working Group, advising leadership on enterprise AI adoption and early Microsoft Cognitive Services integration. Member of the Applied Research Cohort, contributing to white papers on smart cities, energy transition, and public-private partnerships.

Grant Thornton — Consultant *May 2019 – Oct 2021*

Lead point of contact for FEMA grants compliance in Southwest Florida, validating projects exceeding $2M. Internal controls testing for the CMS FY21 cycle.

TEACHING

University of Florida, Digital Worlds Institute

DIG 3713 — Game Content Production (undergraduate) *Fall 2026*
DIG 3873 — Game Systems Development 1 (undergraduate) *Fall 2026*
DIG 4540C — Production of Immersive Environments (undergraduate) *Fall 2026*
DIG 6050C — Entertainment Technology (graduate) *Fall 2023*

Fall 2026 courses span game content pipelines, game programming fundamentals, and AR/VR prototyping with Unity and XR Interaction Toolkit; rebuilt the DIG 3873 Gradescope autograder suite. DIG 6050C was a ten-student VR studio (Unity, C# scripting, 3D art pipeline integration) culminating in collaborative XR installations exhibited with the Florida Museum of Natural History.

Supplementary Programming for Enrolled Students *Fall 2026*

Weekly *Let's Play* series (DIG 3713): live critical playthroughs of landmark games (Super Mario Bros., Doom, Shadow of the Colossus, Dark Souls, EarthBound) examined thematically, philosophically, and technically to build students' media literacy and knowledge of game history.
Weekly film series with study guides (Blade Runner, Playtime, 2001: A Space Odyssey, Akira, et al.): formal analysis of constructed worlds in the manner of Bordwell & Thompson's *Film Art*, aimed at giving game and XR students the tools of narrative and critique.
Lectures on critique and design research (positionality, student vs. designer identity) modeled on Parsons Design & Technology pedagogy, integrated across all three courses.

Guest Lectures and Invited Critiques

University of Miami, Department of Interactive Media — Industry Panel *2026*
University of Miami, School of Communication — AI in Creative Workflows *2026*
Parsons School of Design — Designing Immersive XR Installations with AI *2025*

FUNDED PROJECTS

Amounts are the total size of each award. The first three awards below are held by the University of Florida; my role on those was technical lead for VR production through Augmented Info Systems (AIS), and AIS was not the recipient, PI, or co-PI. The remaining projects were contracts or awards held directly by AIS or by me; on each, I served as project lead working alongside the partners and collaborators named.

Adaptive Contextual Learning in Microelectronics through Immersive Virtual Reality (NSF Award 2523924) *2025 – 2028*
University of Florida, $682,707
PI: Dr. Hyo Jeong Kang; Co-PIs: Dr. Pavlo Antonenko, Dr. Navid Asadi. Role: Technical Lead for VR Production (AIS).
Virtual Pedagogical Agents: Mixed Reality and AI platform for microelectronics education, with a GPT-powered context-aware tutor; published at CHI, CHI EA, CSCW, and in Computers and Education: AI.

SCALE: Microelectronics Workforce Development (DoD / US Army) *2024 – Present*
University of Florida (sub-award via Purdue), $450,000
PI: Dr. Navid Asadi; Co-PI: Dr. Hyo Jeong Kang. Role: Technical Lead for VR Production (AIS).
XR training software developed with the Florida Semiconductor Institute under the SCALE initiative.

PATHS: Preparing Autistic Individuals for Transition to Quality Assurance Engineering in Semiconductors (NSF Award 2346819) *2024 – 2027*
University of Florida, $620,104
PI: Dr. Hyo Jeong Kang; Co-PIs: Dr. Navid Asadi, Dr. Nigel Newbutt, Dr. Ann-Marie Orlando. Role: Technical Lead for VR Production, initially through AIS (2024–25), then directly as FSI XR Software Developer (summer 2026); collaborator from program conception.
Eight-week semiconductor training program for autistic adults combining VR hands-on training, in-person lab experience at UF, and industry mentorship.

City of Bartow AR Murals (Municipal Contract) *2025 – Present*
Augmented Info Systems, $100,000
Contract held by Augmented Info Systems; Partners: City of Bartow, USF Access 3D Lab. Role: Project Lead (Founder, AIS).
Augmented reality overlays for public murals supporting civic identity and tourism through university–city collaboration.

MoodMentor: VR Tools for Neurodivergence *2024*
Augmented Info Systems, $60,000
Contract held by Augmented Info Systems with Road to Responsibility; Partners: Road to Responsibility, South Shore Support Services; Collaborators: UF Digital Worlds, UF Institute for Advanced Learning Technologies (ELTL). Role: Project Lead (Founder, AIS).
Immersive vocational and emotional skill-building tools deployed across clinical networks.

Fort De Soto AR Reconstruction *2024*
Augmented Info Systems
Project led by Augmented Info Systems; Partners: USF Access 3D Lab, Fort De Soto Park Management. Role: Project Lead (Founder, AIS).
Site-specific AR reconstructions of historic fortifications for public heritage interpretation.

Covid Reflections: AR Installation for Public Health Communication *2022*
UF Center for Arts in Medicine, Arts for UF Vaccine Confidence, est. $10,000
Award held by Austin Stanbury (UF graduate student). Role: Project Lead; Lead Artist and Developer.
Immersive AR installation on COVID-19 transmission using AI-driven LiDAR body tracking; published in ACM VRST.

HoloKeys: AR for Music Education *2022*
UF College of the Arts Strategic Opportunity Fund, $5,000
Award held by Austin Stanbury (UF graduate student). Role: Project Lead.
Remote piano teaching interface combining augmented reality with IoT components; published in ACM VRST.

PEER-REVIEWED PUBLICATIONS

Cheon, S., **Stanbury, A.**, Arjunamahanthi, P., Kottur, H., & Kang, H. (2026). *Learning Inside the Chip: A Design-Science Approach to Developing MR Lab and an AI Agent for Conceptual, Procedural, and Spatial Understanding in Microelectronics Education.* Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI '26). https://doi.org/10.1145/3772318.3793705

Liu, Z., Cheon, S., **Stanbury, A.**, Jiao, X., Xing, W., & Kang, H. (2025). *Towards contextual-based AI: A scoping review of artificial intelligence in X reality for personalized learning.* Computers and Education: Artificial Intelligence, 100523. https://doi.org/10.1016/j.caeai.2025.100523

Cheon, S., **Stanbury, A.**, Lam, J. F., Xu, K., & Kang, H. (2025). *Virtual Tutors for Science Labs: Exploring the Impact of GPT Integration and 3D Tutor Avatars on Student Engagement and Learning Outcomes.* Companion Publication of the 2025 Conference on Computer-Supported Cooperative Work and Social Computing (CSCW Companion '25). https://doi.org/10.1145/3715070.3749276

Arjunamahanthi, P., Kottur, H. R., **Stanbury, A.**, Lam, J. F., Cheon, S., Asadizanjani, N., & Kang, H. (2025). *Interactive Learning in Microelectronics Education: Comparing PC and Mixed Reality Approaches for Student Engagement and Visual-Spatial Memory.* Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '25). https://doi.org/10.1145/3706599.3721269

Stanbury, A. J., & Said, I. (2024). *MoodMentor: Virtual Reality UI/UX Design Considerations for Neurodivergent Users.* Peer-reviewed tutorial, IEEE Conference on Games, Entertainment, and Media (GEM 2024), Politecnico di Torino, Italy.

Said, I., **Stanbury, A. J.**, Delhagen, E., & Kang, H. (2023). *Immersive Climate Narratives: Using Extended Reality to Raise Climate Change Awareness.* Proceedings of the 29th ACM Symposium on Virtual Reality Software and Technology (VRST '23), Christchurch, New Zealand. https://doi.org/10.1145/3611659.3617195

Said, I., **Stanbury, A. J.**, Delhagen, E., & Winger-Bearskin, A. (2022). *Covid Reflections: AR in Public Health Communications.* Proceedings of the 28th ACM Symposium on Virtual Reality Software and Technology (VRST '22), Tsukuba, Japan. https://doi.org/10.1145/3562939.3565666

Stanbury, A. J., Said, I., & Kang, H. (2021). *HoloKeys: Interactive Piano Education Using Augmented Reality and IoT.* Proceedings of the 27th ACM Symposium on Virtual Reality Software and Technology (VRST '21), Osaka, Japan. https://doi.org/10.1145/3489849.3489921

Gowthaman, A., Kirova, L., Li, B., Molen, P., Said, I., Smith, J., **Stanbury, A.**, Santoso, M., & Sukotjo, C. (2021). *Immersive Learning with AI-enhanced Virtual Standardized Patient (VSP) to Improve Dental Student's Communication Proficiencies.* ACHI 2021: Fourteenth International Conference on Advances in Computer-Human Interactions.

EXHIBITIONS AND CREATIVE WORK

NYCxDesign Becoming Festival — MPulse, Artech Space, NYC *2026*
Smelter, *Hollow* (single) — Album artwork, released March 27 *2026*
MIT Reality Hack — *Infinite Particularity*, Art Grant Recipient *2026*
Tech for Change: ReMix the Future — MPulse, ASU MIX Center *2025*
Connect Record Shop — *Miracle* (permanent installation) *2025*

MIT Reality Hack — *Shadows of Tomorrow*, Art Grant Recipient *2025*
HEAT — GFAA Biennial *2024*
Abstract Mind — Czong Institute *2023*
All Florida Exhibition — Alliance for the Arts *2023*
Inclusion — GFAA *2023*
In The Machine — 4Most Gallery *2022*

AWARDS AND RECOGNITION

Community Impact Award, ASU Tech for Change: ReMix the Future *2025*
Award of Excellence, City of Miami + Gainesville Fine Arts Association *2024*
Semi-finalist, AWE XR Climate Challenge *2023*
Director's Award, UF Digital Worlds *2022*

Hackathon Wins *2020–2021*
HackaTown / Polytechnique Montréal, HackGT (IBM Challenge), VandyHacks (Google Cloud, Hardware), KnightHacks, ShellHacks, HackViolet (Estée Lauder)

INVITED TALKS

"Interactive Media Industry Panel" — University of Miami, Dept. of Interactive Media *2026*
"Infinite Particularity and Machine Creativity" (Lightning Talk) — MiamiXR *2026*
"Using AI in Creative Workflows" — University of Miami, School of Communication *2026*
"Designing Immersive XR Installations with AI" — Parsons School of Design *2025*
Business of the Arts Podcast — University of Florida, College of the Arts *2025*
The Glow Up Podcast — Interview with Nathan Bowser *2024*
"Designing Outdoor Environments in Unity" — UF Intelligent Cultivation of Urban Ecosystems *2023*
"AR in Public Health Awareness" — Global XR Conference *2022*
"Spatial Computing and the Future of Reality" — Institute for Learning in Retirement *2022*
"Playful Resilience" (Panelist) — Games for Change Festival *2022*
"Faster Iteration in AR Using Unity" — Augmented World Expo (AWE) *2022*
"AR in Public Health Communication" — AI + Society Symposium, UF *2022*
"Environment Design in Unity" — National Public Lands Day, UF / National Park Service *2021*

Industry Demos: XR Training Demo, SCALE-Con (Washington, DC, 2026); IEEE PAINE, NASA Marshall Space Flight Center (Huntsville, AL, 2024).

PROFESSIONAL SERVICE

HarvardXR — Organizer *2025 – Present*
Coordinate events and programming for Harvard's extended reality community.

MIT Reality Hack — Experiential Innovation Conference Volunteer *2026*

Heavener International Case Competition (HICC) — Case Sponsor and Judge *2025*
Authored strategic business challenge for international undergraduate teams at the UF Warrington College of Business; served on evaluating panel.

TECHNICAL SKILLS

XR Production: Unity, Niantic Lightship SDK, ARCore, ARKit, Meta XR SDK, Meta Quest, HoloLens, Blender, LiDAR scanning
Programming: C#, Python, Kotlin, JavaScript, SQL
Mobile / Backend: Android Studio, Hilt, Room, Firebase, Git
Hardware / IoT: Arduino, Raspberry Pi, sensor integration

Design: Adobe Creative Suite
Research Methods: Econometrics, statistical analysis, qualitative methods

LANGUAGES

English (native) • French (fluent) • Tunisian Arabic (proficient, ten years regular travel in Tunisia) • Spanish (beginner)