

NATHANAEL SCHAGER

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ABOUT

AI-focused designer, engineer, and educator building experimental interactions using emerging tech.

SKILLS

AI	Claude Code, Cursor, TensorFlow, OpenCV, MediaPipe
Code	JavaScript (Three.js, React, Node), TypeScript, Python, C++, GLSL
Design	Figma, UX, Rapid Prototyping, Sound Design, Installation

WORK EXPERIENCE

Creative Technologist (Contract) – **Google Creative Lab**, New York, NY *July 2025 – Now*

- Led UX and Three.js interface work for Project Genie: website animations, marketing, branding, and use-case prototyping for interactive world models
- Shipped 10 creative AI tools for Flow 2.0 launch; mentored external creators on AI-led engineering
- Built React Native prototypes for the Project Disco browser, including its agentic mouse cursor
- Created an interactive web installation featuring Project Genie, shown at Cannes Lions

Freelance Creative Technologist *Oct 2022 – July 2025*

- Developed a VR space showcasing Deaf culture with HTC VIVE Arts for Gray Area Festival
- Technical director for a 40-user VR exhibition at Lincoln Center's Summer for the City
- Built shader animations in TouchDesigner & Unreal for Necto, a Venice Biennale 2025 installation

Interactive Engineer – TikTok, Mountain View, CA *June 2020 – Oct 2022*

- Engineered AR effects that engaged 80M+ TikTok users worldwide, resulting in 7B+ video views
- Contributed foundational engineering to TikTok Effect House, focusing on tools and components
- Prototyped and built shaders, tools, and AR algorithms, earning six patents (three as first inventor)

Telerobotics Engineer – Nimble Robotics, San Francisco, CA *June 2019 – June 2020*

- Built and deployed XR interfaces for remote control of 50+ semi-autonomous warehouse robots

AR Engineer Intern – Snap Inc., Los Angeles, CA *June 2018 – Sept 2018*

- Developed procedural algorithms and shaders that shipped in Snapchat's 3D Snap tool

TEACHING EXPERIENCE

Adjunct Faculty (AI & Python) – **Parsons School of Design**, New York, NY *Aug 2025 – May 2026*

Teaching Assistant (VR) – **Parsons School of Design**, New York, NY *Aug 2024 – Dec 2024*

EDUCATION

MFA Design and Technology – **Parsons School of Design**, New York, NY *Aug 2023 – May 2025*

BS Computer Science (HCI Focus) – **Stanford University**, Stanford, CA *Sept 2012 – June 2017*

AWARDS

Cannes Lions Grand Prix (Digital Craft) *June 2026*

D&AD Wood Pencil *May 2026*