

jasper stevens

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I am a designer and technologist working on intelligent systems, novel interaction, and new computing platforms.

work

2021 – Present : **Liquid City, Cofounder + Design & Technical Director**

> Award winning design studio specialising in XR and AI, with a focus on shaping a positive future for technology in society. I lead UI/UX, interaction design, and technical exploration and implementation across every project.

2020 – 2021 : **Meta Orion OS, Product Designer**

2018 – 2020 : **Oculus Pathfinder, Product Designer**

> System concepts, interaction prototyping, and UI/UX design for novel spatial input and spatial operating systems. 25 Patents awarded.

2017 – 2018 : **Leap Motion Design Research, Designer**

> Designing new interaction concepts to make a more human virtual reality

2017 – 2017 : **Merger [Short Film], VFX**

2015 – 2016 : **LTS Architects, Architectural Assistant**

2013 – 2015 : **Wilkinson Eyre, Architectural Assistant**

education

2015 – 2017 : **MArch Architecture**

The Bartlett School of Architecture UCL

Bartlett School of Architecture Medal

2010 – 2013 : **BSc Architecture**

The Bartlett School of Architecture UCL

exhibitions

2024 : **Raindance Immersive Wisp World**

2022 : **Niantic Lightship Summit** Reality Channels

2019 : **Oculus Connect** Hands On Quest

2017 : **deTour Festival Hong Kong** Weaving Words

2017 : **ArchFilmFest London** Five Lives of Bradbury

2016: **Tate Modern Opening** Museum of Lost Places