

**Ben Sax**  
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## Education

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**Wesleyan University**, Middletown, CT  
Bachelor of Arts – 2007

Graduated with honors; double major in Film Studies and Philosophy with additional focus in Experimental Music, Interactive Art and Installation.

## Professional Experience

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### **Adobe / Augmented Reality Producer**

*March 2022 - June 2023*

As Adobe's first dedicated Augmented Reality Producer, lead a creative studio building proof-of-concept projects demonstrating the latest features in Adobe Aero, their no-code AR authoring tool, as well as the Substance 3D collection.

Developed and creative-produced marquee AR projects with NASA's Jet Propulsion Laboratory, Gensler, Ben & Jerry's, Gap, Mattel (Barbie), as well as international street artists, local community retailers in Japantown San Francisco, and the Adobe MAX conference.

Served as creative partnership lead in Adobe's collaboration with Google around geospatial authoring and delivery via Google's Geospatial Creator.

As a member of the Aero product leadership team, interfaced with customers, collected user feedback, and helped navigate major roadmap decisions, product pivots, and organizational changes.

### **Perceptoscope / Founder**

*April 2014–Present, Los Angeles, CA*

Perceptoscope is a scalable public arts initiative devoted to engaging people with places through the deployment of mixed reality binocular viewers. We work with place-based organizations to share stories with their communities and beyond.

### **VOLUM / Co-Founder**

*August 2018–Present, Los Angeles, CA*

In collaboration with immersive media filmmakers Trevor Snapp, Sam Wolson, and technologist Ben Kreimer, developed modular volumetric capture techniques and

workflows to support field based capture of volumetric video using multiple depth camera nodes. Prototypes developed were tested in the field in Sudan and Kenya.

### **Wondros / Creative Director and Lead Editor**

*June 2011–February 2014, Los Angeles, CA*

Led creative and edited pieces for clients including ONE, IBM, TED, Taschen, and the Columbia School of Journalism. Pitched interactive experiences and installations to major museums and brands. Wore many hats, from art director and copywriter, to motion graphics designer and animator.

### **Feature Film Industry / Apprentice Editor**

*October 2009–May 2011, Los Angeles, CA*

Apprenticed under Academy Award nominated editor Alan Baumgarten for two features. In addition to apprentice duties, designed experimental compression workflows, did temp VFX and compositing and worked towards narrative structural efficiency.

### **Everyman Pictures / Story Analyst**

*August 2007–October 2009, Santa Monica, CA*

Production company of Emmy Award winning producer/director Jay Roach. Covered incoming materials, gave script and story notes, worked directly with writers to create the best stories possible.

## **Leadership Experience**

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### **CRASH Space (Collaborative Research Association of Social Hacktivity)**

COVID Response Lead and Board Member

*March 2020–Present, Los Angeles, CA*

Mobilized a collective effort of over 150 Makers and Hackers across Los Angeles to produce PPE for local hospitals including Cedars Sinai, Keck Medicine of USC, and United Cerebral Palsy of Los Angeles, as well as homeless shelters, mobile clinics, and the Navajo, Zuni, Sioux, and Hopi Nations. Delivered over 25,000 units to the frontlines.

## **Teaching Experience**

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### **Emerson College**

Affiliated Faculty

*September 2019–May 2021, Los Angeles, CA*

Courses: VM420 and VM331 - You Are Here: Exploring Place and Time through Immersive Experience

## Research

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### **National Science Foundation / Small Business Innovation Research**

Principal Investigator (2018-2019)

Award #1820238: "Immersive Augmented Reality Landscape Viewer for Public Space Deployment"

### **Journalism 360 Challenge Grant**

Co-Investigator (2018)

"Volum: Volumetric in the Field"

### **Knight Foundation Prototype Fund (2015)**

Iteration and testing of new Perceptoscope prototypes

## Awards, Fellowships, and Residencies

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Make it in LA / Catalyst Fellow (2018-2019)

National Arts Strategies / Creative Community Fellow (2017-2018)

Center for Cultural Innovation / Creative Capacity Quick Grant, (2017)

Arts for LA / Activate Cultural Policy Fellow (2016-2017)

SXSW Eco Place by Design / Finalist - Arts and Interaction (2016)

SupplyFrame DesignLab / Artist in Residence (2016, Inaugural Class)

Knight Foundation Prototype Fund Recipient (2015)

## Presentations and Panels

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"Towards an Internet of Place: How Technology, Community, and the Physical World Collide" Hackaday LA, December 2017, Pasadena, CA

UCLA Mobile Experiences Conference, Panelist, October 2017, Los Angeles, CA

"From Wes to the West: Building Great Tech Companies in LA" Panelist, February 2017, Santa Monica, CA

## Exhibitions and Engagements

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Layered Beyond, Beyond Baroque, February 2020, Venice, CA

Tar Pits Public Playtesting, October 2019, Los Angeles CA

Tar Pits Incubator, El Rey Theatre, June 2019, Los Angeles, CA,

Hackaday SuperConference, November 2016, Los Angeles, CA

Maker Faire Bay Area, May 2016, San Mateo, CA

CRASH the Planet Hacker Art Show, CRASH Space, April 2016, Culver City, CA

The Future of Cities Conference, September 2015, Los Angeles, CA

Two Bit Circus STEAM Carnival, October 2014, San Pedro, CA

## **Selected Documentary Projects**

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*Ofrenda to Los Angeles*, Natural History Museum of Los Angeles County, 2018

Produced and directed a documentary for featured display in the “Becoming Los Angeles” exhibition. “*Ofrenda to Los Angeles*” followed NEA Heritage Fellow and master altermaker Ofelia Esparza and her daughter, artist Rosanna Ahrens, as they journeyed across Los Angeles collecting objects for an altar celebrating the cultural diversity of the city.

*The View from Mount Lookout*, KCET Public Television, 2015

Directed documentary segment for pilot season of LOST LA. “*The View from Mount Lookout*” chronicled how the city of Los Angeles has transformed since its inception, and the technology image makers have used throughout its history to capture and promote its transformation.

## **Patents**

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Optically Composited Augmented Reality Pedestal Viewer.

US. Patent Application 14513805, Publication No. 20150269777, filed October, 2014, granted June 2018