AUSTIN STANBURY

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EDUCATION

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

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

RESEARCH INTERESTS

AI-driven pedagogy and intelligent tutoring systems; simulated cognition for AI applications; XR for health and neurodivergent support.

PROFESSIONAL EXPERIENCE

Augmented Info Systems, CEO and Co-Founder *Oct 2023 – Present*
Partnered with UF and the Florida Semiconductor Institute on XR training integrated into university classrooms, resulting in four peer-reviewed publications; served as founding member of the UF PATHS program for autistic STEM students; managed a production environment over two years with ten staff members including subject matter experts, software developers, and 3D artists while mentoring three interns and collaborating on research initiatives; developed VR vocational training for neurodivergent adults, deployed across two health networks serving thousands of individuals in Massachusetts; built three AR historical reconstructions with USF and Pinellas County Parks; developed four AR mural overlays with USF and the City of Bartow.

University of Florida, Adjunct Professor *Oct 2023 – Dec 2023*
Directed graduate-level VR course for 10 students; taught C# programming and 3D art integration; created collaborative XR installations with the Florida Museum of Natural History.

Guidehouse, Senior Consultant *Oct 2021 – Oct 2023*
Served as PMO lead on CARES and ARPA-funded Covid-19 recovery projects for the State of South Carolina, managing workstreams exceeding $10 million; contributed to firm's Applied Research Cohort publishing white papers on smart cities, energy transition, and public-private partnerships; served as market lead for the Large Language Models Working Group, advising firm leadership on AI applications including early coordination with Microsoft Cognitive Services.

Grant Thornton, Consultant *May 2019 – Oct 2021*
Provided internal controls testing for CMS Fiscal Year 21 cycle, drafting Key Control Inventories and conducting walkthrough calls with division leadership; served as lead point of contact for FEMA grants compliance in Southwest Florida, validating projects exceeding $2,000,000; developed standard operating procedures for FEMA Final Inspection Reports.

TEACHING

DIG 6050C Entertainment Technology (University of Florida, Gainesville, FL) *Fall 2023*

TECHNICAL SKILLS

Programming: C#, Python, Kotlin, JavaScript, SQL
Game Engines & XR: Unity, Niantic Lightship SDK, ARCore, ARKit, Meta XR SDK
Hardware: Meta Quest, HoloLens, Arduino, Raspberry Pi, IoT sensors
3D & Design: Blender, Adobe Creative Suite, LiDAR scanning
Data & Research: Econometrics, statistical analysis, qualitative methods
Other: Git, Android Studio, Hilt, Room, Firebase
Languages: English (native), French (fluent), Tunisian Arabic (proficient), Spanish (beginner)

SERVICE AND ORGANIZING

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

MIT Reality Hack, Experiential Innovation Conference Volunteer *2026*
Supporting conference operations for MIT's flagship XR event.

GRANTS AND COLLABORATIVE PROJECTS

SCALE: Microelectronics Workforce Development (US Army) *2024 – Present*
Sub-award via Purdue to University of Florida, $450,000
UF Co-PI: Dr. Hyo Kang; Role: Lead Consultant (via AIS)
Developed XR training software in collaboration with the Florida Semiconductor Institute to support semiconductor education under SCALE initiative.

City of Bartow AR Murals *2025 – Present*
Partner: USF Access 3D Lab, City of Bartow, $100,000
Developed augmented reality overlays for public murals to enhance civic identity and tourism; created through university-city collaboration.

MoodMentor: VR Tools for Neurodivergence *2024*
Partners: Road to Responsibility, South Shore Support Services, $60,000
Faculty Collaborators: UF Digital Worlds, UF Institute for Advanced Learning Technologies (ELTL)
Designed immersive tools for vocational and emotional skill-building; consulted with academic experts and deployed software across large clinical networks.

Fort De Soto AR Reconstruction *2024*
Partner: USF Access 3D Lab, Fort De Soto Park Management
Produced site-specific AR reconstructions of historic fortifications; supported public heritage efforts through digital storytelling and visualization.

HoloKeys: AR for Music Education *2022*
Funded by: UF College of the Arts Strategic Opportunity Fund, $5,000
Role: Principal Investigator
Developed HoloKeys, a remote piano teaching interface combining augmented reality with IoT components; later published in ACM VRST.

Covid Reflections: AR Installation for Public Health Communication *2022*
Funded by: Arts for UF Vaccine Confidence, Center for Arts in Medicine, est. $10,000
Role: Lead Artist and Developer
Created an immersive augmented reality installation illustrating COVID-19 transmission and impact using AI-driven LiDAR body tracking; later published in ACM VRST.

INVITED TALKS AND LECTURES

"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*
Interview with Nathan Bowser — The Glow Up Podcast *2024*
"Designing Outdoor Environments in Unity" — UF Intelligent Cultivation of Urban Ecosystems *2023*
"AR in Public Health Awareness" — Global XR Conference 2022 *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 PRESENTATIONS

XR Training Demo — SCALE-Con, Washington, DC *2026*
XR Training Demo — IEEE PAINE, NASA Marshall Space Flight Center, Huntsville, AL *2024*

EXHIBITIONS AND CREATIVE WORK

MIT Reality Hack, Art Grant Recipient: Infinite Particularity, MIT *2026*
MIT Reality Hack, Art Grant Recipient: Shadows of Tomorrow, MIT *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*

PEER-REVIEWED PUBLICATIONS

Cheon, S., **Stanbury, A.**, Arjunamahanthi, P., Kottur, H., & Kang, H. (2026). *Facilitating Hands-On Learning in Microelectronics Education through Mixed Reality and AI Pedagogical Agents: Insights from a Participatory Design Process.* Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI '26). **Conditionally Accepted.**

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 presented at 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*. Proceedings of ACHI 2021: The Fourteenth International Conference on Advances in Computer-Human Interactions, Digital Worlds Institute, University of Florida.

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

HackaTown 2021, Polytechnique Montréal *2021*
1st Place – Building the Economy of Tomorrow; 1st Place – Best Hardware Hack

HackViolet 2021, Virginia Tech *2021*
Winner – Best Self-Care Hack (Sponsored by Estée Lauder Companies)

HackGT 7, Georgia Tech *2020*
Winner – IBM Challenge: The Community Response to COVID-19

VandyHacks VII, Vanderbilt University *2020*
Winner – Best Use of Google Cloud: COVID-19 Hackathon Fund; Winner – Best Hardware Hack (Digi-Key); 2nd Place – Best Use of Google Cloud

KnightHacks, University of Central Florida *2020*
Winner – Best Hardware Hack (MLH & Digi-Key)

ShellHacks 2020, Florida International University *2020*
Winner – Best Social Hack