

Bruce Carlisle II

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Education

2022	Master of Science, Geoinformatics, The University of Texas at San Antonio
2019	Graduate Certificate, Geospatial Information Science, The University of Texas at San Antonio
2017	Bachelor of Arts, Anthropology, The University of Texas at San Antonio
2006	Bachelor of Fine Arts, Studio Art (Drawing/Sculpture), Murray State University
2000	DigiPen 3D Animation Workshop Level 1

Scholarly and Creative Projects and Presentations

2026	Web Application: <i>Chaotic Attractors Synthesizer</i> (Javascript)
2026	VR Application: <i>Paccha: Vessel to the Past Prototype</i> (Unreal)
2025	Exhibition: <i>For Real For Real</i> , DAAD Gallerie, Berlin, Germany
2025	Exhibition: interactive sound design for <i>Ephemera Genesis</i> , UT Austin (Reaper, Renoise, TouchDesigner, Chataigne)
2024	Faculty Workshop/Presentation: <i>Introduction to WebAR/VR</i>
2023	Exhibition: <i>Digital Anthropology Expo</i> , UTSA DEx Lab, San Antonio TX
2023	VR Application: <i>UTSA Student Kiln Reconstruction Experience</i> (Unreal)
2023	VR Application: <i>Hualcayan Artifacts Experience</i> (Unreal)
2023	Exhibition: <i>Digital Anthropology at UTSA / San Pedro I Grand Opening</i> , San Antonio TX
2022	Lecturer (Guest): Hispanic Heritage Month, Southwest School of Art, San Antonio TX
2022	Exhibition: <i>Hualcayan VR Concept Explorations</i> , Hualcayan, Ancash, Peru
2022	VR Application: <i>Hualcayan Artifacts Experience</i> (Unity/C#)
2022	VR Application: <i>Perolcoto Temple Ritual Experience Concept</i> (Unity/C#)
2022	Spatial AR Application: <i>Perolcoto Kotosh Temple</i> (Unity/C#)

2022	AR Application: <i>3D Cultural Artifact Viewer</i> (Unity/C#)
2022	AR Application: <i>3D Map Viewer</i> (Unity/C#)
2022	M.Sc. Defense Presentation: <i>Methods of Counter-Education Through Spatial AR</i>
2021	Spatial AR/GIS Application: <i>Former Enslaved of San Antonio</i> (A-Frame/JavaScript/ArcGIS Developer/Python)
2021	White Paper/Presentation: <i>Immersive Virtual Reality Training</i>
2017	GIS Application: <i>Real-time Geographic Twitter Sentiment Analysis Map</i> (Python/JavaScript)

Professional Employment and Consulting

2023-Pres	Founder, Paladin XR LLC. Consultant and developer of digital media, specializing in extended reality and adjacent technologies.
2023	Lead Augmented Reality (AR) Consultant for potential AR mural project celebrating Latin-American culture in San Antonio, TX
2022-Pres	Augmented and virtual reality content producer, programmer, and digital media consultant for the Proyecto de Investigación Arqueológico Regional Ancash (Hualcayán Peru). Project director, Rebecca Bria.
2021-2023	Data and geospatial analyst, and geospatial application developer for investigative journalists.
2021	GIS consultant and subcontractor, sUAS operator for civil design firms.
2012-2013	Battalion operations sergeant, land manager, tactical operations center manager, and primary GIS (CPOF) technician, US Army.
2011-2012	Airborne Infantry Team / Squad Leader, US Army
2009-2011	Company intelligence/operations fusion cell leader, GIS (TIGR) technician, US Army.

Related Professional Skills and Technologies

Art/Design:	Adobe Creative Suite, Affinity Suite
Audio:	Reaper, Renoise
CAD/3D:	Blender, RealityScan, Metashape, Revit, AutoDesk Civil 3D,
Data:	Alteryx, SQL, MS Office Suite, Google Suite
Interactive:	Unreal, Unity, Godot, TouchDesigner, A-Frame/AR.js
GIS:	ArcGIS Pro, Arc Map, ArcGIS Online, Story Map, Survey123, Collector,

QGIS/GRASS GIS, Google Earth Engine, L3/Harris ENVI, Petra

Programming: Python, C#, JavaScript

Video: DaVinci Resolve, Premiere Pro

Web: HTML, CSS, Javascript

Certifications: FAA commercial sUAS pilot under 14 CFR part 107

Languages: English, German, Spanish