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 UIUX, 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
2023 : **Royal Designers for Industry** Summer Session
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