

Select Professional Experience

- 2022–2025 **Johns Hopkins University** | Lecturer
Immersive Storytelling & Emerging Technologies. Taught “Virtual Production: A New Era of Filmmaking” and “Artificial Collaboration: AI & The Creative Process.”
- 2023–2024 **NYU Tisch ITP** | Lecturer / Specialist / Thesis Advisor
Returned to NYU Tisch ITP in a later teaching period that included thesis advising.
- 2014–2021 **Scatter** | Co-Founder, Immersive Director, Chief Product Officer
Award-winning immersive entertainment and creative software company, recognized for pioneering the emerging practice of volumetric filmmaking.
- 2014–2017 **NYU Tisch ITP** | Adjunct Professor
Taught Computational Portraiture.
- 2010–2014 **Specular** | Co-Founder, Creative Director
Art collective merging speculative design and software development; works shown at MoMA, MAD, Sundance, Tribeca, and other venues.

Honors & Awards

- News & Documentary Emmy Awards** | [Outstanding Interactive Media: Innovation](#) — The Changing Same (2022)
- Webby Awards** | [Virtual & Remote, Best Narrative Experience](#) | [Nominee](#) — The Changing Same (2022)
- Tribeca Film Festival** | [Tribeca Jury Award for Best Immersive Narrative](#) — The Changing Same (2021)
- Webby Awards** | [Apps and Software, Technical Achievement Art & Experimental](#) | [Honoree](#) — Depthkit (tool) (2019)
- New York University** | [Faculty Honors Reception](#) — [Honoree for 2018 Honors](#) (2019)
- Academy of Television Arts & Sciences (Emmy)** | [Emmy: Outstanding New Approaches to News & Documentary](#) — Zero Days VR (2018)
- Webby Awards** | [Best Narrative Experience](#) — Zero Days VR (2018)
- Prix Ars Electronica** | [Computer Animation/Film/VFX Honorary Mention](#) — Zero Days VR (2017)
- Vision VR/AR Awards** | [Best Cinematic VR](#) — Zero Days VR (2017)
- Cinema Eye Honors** | [Nomination: Outstanding Achievement in Graphic Design or Animation](#) — Zero Days (Film) (2017)

Patents

- United States Patent and Trademark Office** | [Methods and Systems for Producing Content in Multiple Reality Environments](#) — Co-Inventor; U.S. Patents 11,288,864, 11,721,071, and 12,154,228 (2022)

Major Creative Productions

- Current | **Badlands** | Topography
Co-Director / Producer / Virtual Cinematographer
A feature documentary exploring land use in the Badlands of South Dakota.
- 2023– | **Strata (Performance)** | Topography
Director / Producer / Performer / 3D Capture
A live-edited documentary performance and interactive installation set in the Badlands of South Dakota.
- 2021 | **The Changing Same** | VR / Immersive
Co-Executive Producer, Director of Volumetric & Production
A magical-realist, room-scale virtual reality experience. Premiered at Sundance New Frontier.
- 2020 | **Truth or Consequences** | Meteoric (Arts & Film Festival)
Key Collaborator, Writer, Virtual Production
A speculative documentary set in Truth or Consequences, New Mexico.

- 2017 | **Styles and Customs of the 2020s** | DIS Magazine; Hillman Photography Initiative
Director
 A virtual reality installation exploring how imagining the future can illuminate the present.
- 2017 | **Blackout** | Specular; Antfood; Scatter
Director, Executive Producer
 A participatory, generative virtual reality documentary set on the New York City subway.
- 2017 | **Zero Days VR** | VR / Immersive
Executive Producer, Volumetric & Production
 A virtual reality documentary exploring modern cyberwarfare through the story of Stuxnet.

Selected Grants, Residencies & Labs

Jacob Burns Film Center | [Film editing residency](#) — Badlands (2025)
Sundance Institute | [Sandbox Fund](#) — Badlands (2024)
New York State Council on the Arts (NYSCA) | [Support for Artists grant / UNDO](#) — Strata (Performance); Strata (Installation) (2023)
Brown Institute for Media Innovation | [Strata — Brown Institute for Media Innovation](#) — Strata (Performance); Strata (Installation) (2022)
Catapult Film Fund | [Film Development Grant](#) — Badlands (2022)
National Park Service | [Badlands National Park Artist in Residence](#) (2021–2022)
Sundance Institute | Documentary Film Program & Story/Edit Lab — Truth or Consequences (2019)
Catapult Film Fund | [True/False & Catapult Rough Cut Retreat](#) — Truth or Consequences (2018)

Select Performances & Exhibitions

Mimesis Documentary Festival | [Mimesis Film Festival](#) (2024)
Harvard, Mahindra Humanities Center | [Unfiguring Conference, Keynote](#) (2024)
Science and Justice Research Center, UC Santa Cruz | [Strata Live Performance](#) (2024)
Camden International Film Festival | [Strata: A Performance of Topography | Storyforms](#) (2023)
Onassis Plásmata Festival II x Movement Radio | [Onassis Plásmata Festival | Live Performance](#) (2023)
Transmediale | [A History of Maps in Twelve Worlds — Missile Command screening](#) (2023)
Transmediale | [Transmediale | Live Performance](#) (2023)
New Mexico Humanities Council | Truth or Consequences Screening Tour & Exquisite Albuquerque Photogrammetry Workshop (2022)
Headlands Center for the Arts | [Open Studios: Strata](#) (2022)
Flaherty Seminar | [Continents of Drifting Clouds — Guest Artist, Creative Designer](#) (2022)
Tribeca Film Festival | [Changing Same VR, Storyscapes](#) (2021)
Sundance Film Festival | [Changing Same VR, New Frontiers](#) (2021)
Carnegie Museum of Art | [Styles & Customs Of The 2020s Installation](#) (2017)
Gallery 12, Belgrade | The New Black — Gallery 12, Belgrade (2015)
Museum of Arts and Design | [NYC Makers: The MAD Biennial — Specular](#) (2014)
Galeria Miejska Arsenál, Poznań | [Pyroerotomachy — 8th Biennale of Photography](#) (2013)
Brooklyn Photo Studio | [Resolve — Alexander Porter & James George, Brooklyn Photo Studio](#) (2013)
New Museum / The Korea Society | [Love Child: Virtual Is The New Reality — The Korea Society artist talks, New Museum](#) (2013)
Eyebeam | [Wired Frames — Eyebeam](#) (2012)
Enter5 / Galerie NTK, Prague | [Enter5: Datapolis — Depth Editor Debug](#) (2011)

Teaching, Talks, Panels & Workshops

Art in America | [Telling Stories with Volumetric Filmmaking](#) (2020)
International Film Festival Rotterdam | [Embracing New Technologies & Storytelling Approaches](#) (2020)
Intel | [Volumetric Filmmaking with Depthkit](#) (2019)
Sundance Film Festival | [Sundance Volumetric Filmmaking Panel](#) (2019)
STUDIO For Creative Inquiry, Carnegie Mellon University | [Volumetric Filmmaking | Designing Interactive Stories for VR](#) (2017)
NYU Tisch ITP | Depthkit Workshop (2016)
Magnum Foundation / Brown Institute for Media Innovation | [Photography Expanded: Immersive Media](#) (2016)

Resonate, Belgrade | [Exquisite City Workshop](#) (2015)
Museum of Arts and Design | [Camera of the Future](#) (2014)
8th Biennale of Photography / Galeria Miejska Arsenał, Poznań | SlyPhone workshop — 8th Biennale of Photography (2013)
Resonate, Belgrade | [Volumetric RGBDToolkit Workshop — Resonate 2012](#) (2012)

Service, Residencies & Mentorship

Jacob Burns Film Center | Collaborating Artist, Creative Culture Residency (Media Arts Lab) (2024)
Sundance Institute | Ignite Mentor (2023)
MIT CoCreation Studio at Open Documentary Lab | Visiting Artist Mentor (2022)
Saul Zaentz Institute | StoryLab Mentor (2021)
Tribeca Film Institute | Tribeca All Access Mentor (2020)
UnionDocs Center for Documentary Art | Mentor / Speaker (2019)
Specular | Co-Director, Speculators Residency Programme (2015–2016)
Sundance Institute | New Frontier program advisor / reviewer (2016)

Organizations & Memberships

Onassis ONX | *Studio Member* (2022)
Meteoric (Arts & Film Festival) | *Co-Founder*
Volumetric Filmmakers NYC / Volumetric Filmmaking Trade Group | *Founder (~8k members)*
New Inc | *Entrepreneur-in-Residence, Founding Alumnus* (2015)
Guild of Future Architects | *Founding Member*
Television Academy Interactive Media Peer Group | *Member*

Selected Writing & Publications

Thinking with Moss | [Rendering With Moss: The Art of Fuzzy Graphics](#) (2024)
Sentient Art Film | [Notes from the Field: Alexander Porter](#) (2021)
Artnet News | [How Do You Make a VR Art Extravaganza?](#) (2017)

Selected Press & Interviews

Pervasive Media Studio Lunchtime Talks | [Making Truth or Consequences](#) (2022)
National Endowment for the Arts | [NEA Tech as Art: Technology as a Creative Medium](#) (2021)
Voices of VR Podcast | [#978: Democratizing Volumetric Capture with Scatter's Depthkit](#) (2021)
Filmmaker Magazine | [From All Angles: The Groundbreaking Volumetric Filmmaking of Scatter](#) (2019)
Intel RealSense | [The Beginner's Guide to 3D Film Technologies](#) (2019)
B&H Explora | [Alexander Porter: What is Photography?](#) (2019)
Tellart | [Design Non-Fiction Video Interviews](#) (2019)
Road to VR | [Stuxnet Documentary 'Zero Days VR' Wins an Emmy](#) (2018)
Research VR Podcast | [Volumetric Video, Depth Cams, and Filmmaking using Depthkit](#) (2018)
BBC Digital Planet | [When Virtual Reality Competes with Reality](#) (2018)
Virtual Reality Films | [Sundance Film Festival and The Rise of Indie VR](#) (2018)
New Yorker Radio Hour / WNYC | [Virtual Reality: The Wearable Movie](#) (2017)
PCMag | [Stuxnet Documentary 'Zero Days' Gets Thrilling VR Version](#) (2017)
Fast Company | [Visualizing The World's Deadliest Computer Virus](#) (2017)
Fast Company | [These Filmmakers Are Immortalizing New Yorkers And Their Stories In 3D](#) (2017)
The Verge | [The Verge — "The Future Agency: Inside the Big Business of Imagining the Future"](#) (2017)
VR Scout | [Become the Virus in Zero Days VR: A Revolutionary Immersive Documentary](#) (2017)
Unity Blog | [Exquisite City — Unity Blog interview](#) (2015)
BERG London (blog) | [The Robot-Readable World](#) (2011)

Education

Alum | School for Poetic Computation, 2013
B.A., Media Studies | The New School, 2004–2008