

Abra Dickson White

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WORK EXPERIENCE

Creative Technologist

Mar. 2014 – Present

Freelance

Northern Ireland/Remote

- **Bridging the gap between the imagination and what is technically viable.** As a Creative Technologist, I bring ideas to life using art, technology, and innovative media solutions.
- Some of my latest ventures and work:
 - Artist's Collective Member: On-set real-time technician and artist, instructor trainee, and participating artist
 - **Digital and Immersive Regional Showcase NI 2026:** Featured interactive Artist
 - SIGGRAPH 2025 presentation on cloud workflows in Unreal Engine and VP: environment artist and tester
 - **Arts Council NI Digital Evolutions Award 2024-2025:** Researching cross-sector VP technologies and techniques and their use in interactive arts, building immersive experiences & custom sensors for Unreal
 - **Virtual Production Fellowship NI:** VP and VAD with BFI, NI Screen, and Final Pixel Academy
 - **ACNI Digital Artist Showcase 2025 at MAC Belfast:** Facial data capture, digital double, 3D scanning, Unreal Engine and Metahumans
 - **Digital Arts Studios XR Lab:** 2024-Present
 - **Future Labs Resident 2022-2023:** Created captivating interactive paintings for exhibition in Belfast, led and attended workshops in various digital artwork mediums

Feature Film Production

Feb. 2014 – Sep. 2019

Freelance Crew, Creative Assistant

Boston, MA

- Primarily worked as a **creative assistant** across production and art departments in the Boston area
 - **Highlight Productions:** *I Care A Lot, Honest Thief, Knives Out, Slender Man, Ghost Light*
 - **Key Responsibilities:** Communicating between departments on behalf of creative producers, implementing creative vision into workflows, managing talent relations

Kingdom County Productions

Sep. 2015 – May 2016

Associate Producer

Vermont

- Production managed pre-production of feature film, while driving initiatives in innovative practices, and coordinating educational programming for 25 college students
- Consulted on in-film virtual reality and game elements and design. Proposed in-camera VFX consistent with budget.

EDUCATION

Wellesley College

2015

Bachelor of Arts, Media Arts and Sciences, Cinema and Media Studies

- Pamela Davis Fellow
- **Computer Science** concentration and **Production** concentration for my majors, respectively. Film Society Executive Board, current alumnae class of 2015 communications chair

CERTIFICATIONS, SKILLS & INTERESTS

- **Certifications:** Media Law, Creative Coding, Unreal Engine, Virtual Production
- **Technologies:** Unreal Engine, XR, Creative Coding, 3D modelling, building and coding custom sensors, real-time interaction, Touch Designer, Blender
- **Skills:** Virtual Production, Production Management, Mentorship, Innovation, Creative Technology R&D
- **Interests:** Painting, Voter Rights activism, Primetime Soaps
- **Work/Residency Eligibility:** UK, EU, and USA