



ANYA TYE

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IMMERSIVE EXPERIENCE DESIGNER & PRODUCER

Virtual and Extended Realities MA University of the West of England (2019)

Film and Moving Image Production BA (Hons) First Class Honours NUA (2017)

SELECTED EMPLOYMENT HISTORY

Production Assistant | Playlines | 'Augmented Gallery' (2021)

Organisational, logistical & production work on the development of Augmented Reality mobile app as a commission from the Heart of London Business Alliance. Now live as a downloadable app: scan markers around Central London to display Augmented Reality artworks from National Gallery, National Portrait Gallery, Royal Academy and Sky Arts, with audio commentary from Stephen Mangan, James Acaster, curators and artists.

Assistant Producer & Experience Designer | Playlines | Street of Eyes (2021)

Co-designing a locative Augmented Reality mobile game visualising the invisible infrastructure of surveillance as a layer of AR gameplay on London's streets. Players evade real CCTV cameras on a route around London in stealth gameplay. In collaboration with Kings College London as part of a 2021 artist residency. Additional audio and video editing work.

Narrative Experience Designer & Producer | Rogue Beacon | Pictures of Gwen (2021)

Working as part of a small team to write, design and produce an online Alternate Reality Game, playing out on social media accounts and a network of in-world websites, each presenting storylines, characters, mysteries and puzzles to be investigated. Additional illustration and technical support.

UX Designer | Storyfutures | Flood of Time (2021)

User experience designer for a one:one interactive, geo-located audio piece. I have been brought on as a consultant and specialist in audience immersion and interaction to advise on how best to onboard players and guide them through the experience using audio, spatial technology and real world interaction.

Cabin Fever R&D | Exit Productions (2020) / Accessing Cultural Experiences R&D | Kings College London (2020)

Exploring the co-creation of online work in lockdown, specialising in durational cross-platform interactive experiences. Additional Twilio work for OnComm award winning online interactive experience 'Jury Duty'. / Working alongside others in cultural institutions in online workshop series to R&D delivery of interactive, cultural content to isolated audiences.

Virtual Reality Theatre Project Manager, Host & Supervisor | Limina Immersive (2019-2020)

Hosting, organising and supervising pop up VR experiences around the country & previous venue in Watershed, Bristol. Curatorial work for the VR strand of Encounters Film Festival 2019. Technical support for Oculus Go headsets and bespoke Limina app.

Assistant Technical Stage Manager | Curious Directive, 'Gastronomic' Shoreditch Town Hall (September-October 2019)

Overseeing and running the set up of augmented reality elements and assistant stage managing a 70 minute play, serving 7 dining courses and displaying AR films. Resetting large performance space between performances including a full in-the-round set, 44 place settings and 20 iPads.

Exhibition Manager | Crossover Labs, Festival of the Mind 'Futurecade' (September 2018)

Supervising, technical troubleshooting and organising the de-rig for an installation in Sheffield's Millenium Galleries, of 14 mixed media exhibits over 7 days.

SELECTED WORKS

I Watch You As You Disappear (2019)

Writer, director and producer for locative, interactive audio experience around Bristol. Through audio directions, GPS triggers and real-world interactions, one player at a time is taken on a route following in the footsteps of their friend Eve as she investigates the disappearance of her sister and uncovers a hidden layer of the city. A branching narrative exploration piece, centred around changing the way people see the world around them, especially spaces familiar to them.

The 2084 Protocol (2019)

Co-writer, director and producer of a personalised social deduction game in partnership with BBC R&D, set in a responsive living room environment. Five players act as housemates in a near-future where all objects are smart devices, connected to one another and storing your data. When a vase goes missing, AI bot 'Martin' enacts 'The 2084 Protocol', causing these devices to release their data as audio clues when scanned with a smartphone. Players must uncover each other's secrets, all whilst hiding their own, through a combination of clue finding, group discussion and voting rounds.

ADDITIONAL EXPERIENCE

Empathy, Intimacy & Experience Design Workshop | Riptide (2021)

Storyhack – Technology and Interactivity Workshop | Brightblack (2019)

Immersive Theatre Workshops | The Lab Collective (2019)

A Moment of Madness Interactive Theatre Workshop |

The Other Way Works (2019)

Talent Liaison on Live interactive film 'Bloodyminded' | Blast Theory (2018)

Immersive Technology & Theatre Workshop | TOMTech (2018)

Interactive Theatre & Technology Creative Development Workshop |

Nonzeroone & National Theatre (2017)

360 Filmmaking Workshop | Crossover Labs (2016)

Member of Bristol Experience Designers and Performance and Digital Tech group (2019-2020)

- Microsoft Office, Google Workspace

- Video Editing (Premiere Pro)

- Audio Editing (Adobe Audition)

- Twilio Basic phone number set up, inbound/outbound calls, SMS, basic IVR and chatbots.

Basic knowledge of software, hardware and processes such as

Photoshop, Lightroom, Geo-located audio,

Augmented Reality, Virtual Reality headsets, Twine,

Wordpress, 360 video recording and editing, NFC

technology, Photogrammetry, & Illustration

Rather than stories with a beginning, middle and end, I am interested in creating worlds for an audience to feel like they are a part of. My work focuses on making audiences feel comfortable enough to submit themselves to being fully immersed in a narrative or story-world. I work across and combine a range of mediums including theatre, audio, virtual reality, augmented reality, real-world games, film & transmedia content delivery.