

Peter Ariet

Producer | Technical Program Manager

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PROFILE

Eight years shipping interactive software and real-time 3D products for Meta and HTC VIVE Arts as lead producer and hands-on technical lead. I own delivery end to end: SOWs, budgets, vendors, cross-continental teams, acceptance and release. Eight Meta Quest titles with 5 million+ unique views, three years shown at Venice, and a location-based installation open to the public.

EXPERIENCE

Studio Syro · commissioned interactive production for Meta · San Diego

Lead Producer · 2019 – Present

- Launched Spatial Mailbox on Meta Quest (May 2026); built the Firebase backend, React admin dashboard and release process, and run post-launch support.
- Produce and operate River Rush (April 2026), a free-to-play multiplayer world on Meta Horizon Worlds with a live cosmetics economy.
- Contribute to Smoothstep's open-source Immersive Media (IMM) format, originally built at Meta: fixed Vulkan rendering defects and shipped a Quest player plugin.
- Delivered four products for Meta, including the seven-episode *Tales From Soda Island* series, funded and published by Meta, with 5 million+ unique views.
- Own roadmaps, resourcing and risk across concurrent projects; work shown at Venice 2022, 2023 and 2024, SXSW 2025 and SIGGRAPH 2021.
- Run production for a distributed international team and a vendor network of studios, engineers, composers and sound designers; hire, contract and mentor every role.
- Write and negotiate SOWs, change orders and milestone invoicing with Meta; track burn weekly and re-scope early when a milestone is at risk.
- Hold XR performance budgets (frame time, draw calls, memory) alongside financial ones; built the Quill-to-engine pipeline and shader optimization the series shipped on.

Wevr · Terracotta Warriors: Secrets of the First Emperor's Mausoleum, for VIVE Arts · Los Angeles

Line Producer, location-based VR · 2024 – 2025

- Led cross-continental execution from greybox to public opening on 29 July 2025 beside Emperor Qin Shi Huang's Mausoleum Site Museum in Xi'an.
- Delivered a 40-minute, three-stage VR experience for up to 150 guests per session; an international launch is in preparation.
- Defined acceptance criteria and ran a verification matrix across 16 delivery zones; triaged defects and made fix-or-defer calls at each release gate.
- Managed two external 3D studios and other vendors to SOW scope, milestones and acceptance criteria across three time zones.
- Ran schedules, budgets, SOWs and change orders across art, engineering, narrative and operations; set performance and content limits with engineering for standalone headsets in Unreal.
- Ran review and historical-accuracy approvals with HTC VIVE Arts and cultural stakeholders; documented decisions; oversaw script, dialogue and VO review passes.

Earlier

KWEST, Producer and Technical Artist (2018 – 2019) · e-TechServices, Technical Sales Engineer (2018) · Perilous Orbit, Technical Artist Intern (2017)

PUBLISHED TITLES AND PROJECTS

Meta Quest: *Spatial Mailbox* (2026) · *The Art of Change* (2024) · *Tales From Soda Island*, Ch. 1–7 (Meta-published, 2020–2023) · *Reimagined Vol. I: Nyssa* (2022) · *PondQuest*, mixed-reality prototype for Meta

Location-based and live: *River Rush*, Meta Horizon Worlds (2026) · *Terracotta Warriors: Secrets of the First Emperor's Mausoleum*, Wevr for VIVE Arts, Xi'an (2025) · concert visuals for Bad Bunny and Mr. Bill · Slushii, *Dreaming of You / Far Away* music video

Client and platform work: environments for *Paradiddle VR* (Quest) · Dawson College Virtual Vernissage, web metaverse platform · commercial work for Level99

SKILLS

- **Program and production:** SOWs, milestones and invoicing; budgets and burn; risk registers; acceptance criteria and verification; vendor management; Agile and Kanban; release planning and festival submissions.
- **Engines and XR:** Unity (Quest, Android), Unreal Engine 5, OpenXR, Meta Presence Platform, hand tracking, passthrough, LBE workflows, Quill-to-engine pipelines.
- **Technical:** GLSL, HLSL, Shader Graph, Vulkan, Unity Profiler and UE Insights; Firebase (Auth, Realtime Database, Cloud Functions), Node.js, TypeScript, REST and WebSocket, Python data pipelines and ML evaluation.
- **Tools:** Git, Perforce, CI/CD, Figma, Adobe CC, Miro, Notion, Asana, Trello, Ableton Live.

RECOGNITION

- **Venice International Film Festival, Immersive:** *The Art of Change* (81st, 2024); *Tales From Soda Island: The First Ingredient* (80th, 2023); *Reimagined Vol. I: Nyssa* (79th, 2022).
- **SXSW 2025:** Narrative VR selection, *The Art of Change*.
- **SIGGRAPH:** Spatial Storytelling 2025, published paper; VR Theater 2021, *The Neon Jungle*.
- **Webby Awards 2024:** nominee, Best Narrative Experience. Mediterranean International Film Festival 2024, Best VR Works.
- **Springer, 2018:** "Assessing the Effectiveness of Emoticon-Like Scripting in Computer Programming."

EDUCATION

University of Florida · Bachelor of Arts, Digital Arts and Sciences