

Dr. Rudy Carpio, PhD

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PROFILE

Multidisciplinary researcher with a PhD in Virtual Reality Filmmaking, working at the intersection of embodied storytelling, human-computer interaction, and AI-mediated production. I specialise in VR narratives that engage audiences both emotionally and cognitively, and my current research explores how AI is reshaping creative roles in filmmaking. My experience spans directing, producing, and designing VR films, with published research in Q1 journals and presentations at international conferences. I am seeking creative opportunities with studios and institutions working at the forefront of immersive storytelling, human-computer interaction, and AI-driven filmmaking.

EDUCATION & RESEARCH WORK

- May 2019 – October 2023, **Doctor of Philosophy (PhD)**
- *Dissertation topic: Gala, a study of Accessible Workflow in Producing Embodied Virtual Reality Experiences*
- Bond University, Gold Coast, Australia

- March 2018 – November 2018, **Graduate Diploma of Virtual and Augmented Reality**
- Deakin University, Melbourne, Australia

- September 2015 – September 2016, **MSc Film Production**
- University of Greenwich, London, UK

- July 2014 – June 2015, **Bachelor in Creative Arts (Film & TV)**
- Deakin University, Melbourne, Australia

ACADEMIC EXPERIENCE

March 2026 – **Associate Professor of Design Discipline**, *Sino-German Faculty of Design and Communication*, Zhejiang Wanli University

International Conference Presentations

- Carpio, R. (2024). AI in Creative Arts. *Aspera Conference*.
- Carpio, R. (2021). Creating Climate Change Awareness Through Gala, an Embodied Virtual Reality Experience. *Games for Change Asia Pacific*.

Publications

- Carpio, R., & Birt, J. (2025). Gala: A Case Study of Interactive Cinema. *Creative Industries Journal (Rank Q1)*.
- Carpio, R., & Birt, J. (2025). Using case study analysis to develop heuristics to guide new filmmaking techniques in embodied virtual reality films. *Creative Industries Journal (Rank Q1)*.
- Carpio, R., & Birt, J. (2023). Evaluating the Viewer Experience of Interactive Virtual Reality Movies. *Springer Nature (Rank Q1)*.
- Carpio, R., & Birt, J. (2022). The role of the Embodiment Director in virtual reality film production. *Creative Industries Journal (Rank Q1)*.

Publications under review

- Carpio, R., & Birt, J. (2025). From Character to World: An Ethnographic Study of AI Tools in Immersive Indie Filmmaking. *New Media & Society (Rank Q1)*.

TEACHING		
August 2026-November 2026	Subjects taught: Music Video Production	'Swinburne University'
August 2026-November 2026	Subjects taught: Short Form Screen Production	'Swinburne University'
March 2026-June 2026	Subjects taught: Visual Effects	Sino-German Faculty of Design and Communication, Zhejiang Wanli University'
March 2026-June 2026	Subjects taught: Digital Simulation	Sino-German Faculty of Design and Communication, Zhejiang Wanli University'
March 2026-June 2026	Subjects taught: Film and Audiovisual Design	Sino-German Faculty of Design and Communication, Zhejiang Wanli University'
March 2026-June 2026	Subjects taught: Social Media & Content Creation	Sino-German Faculty of Design and Communication, Zhejiang Wanli University'
August 2024-November 2025	Unit Convenor: Experimental Screen Production	'Swinburne University'
August 2022-November 2025	Subjects taught: Experimental Screen Production	'Swinburne University'
February 2025-June 2025	Subjects taught: Immersive Screen Narratives	'Swinburne University'
August 2025-November 2025	Content Creation Lab	'Swinburne University'
August 2024-November 2024	Subjects taught: Production Management	'Swinburne University'
August 2024-November 2024	Subjects taught: Video Documentary Project	'Swinburne University'
February 2022-June 2024	Subjects taught: Digital Narratives	'Swinburne University'
February 2023-June2023	Subjects taught: XR Lab	'Monash University'
February 2023-June2023	Subjects taught: Audio Lab	'Monash University'

CREATIVE WORK

IMMERSIVE MEDIA PROJECTS		
'The Bakery' 2025 (Under Development)	Director/Producer/Designer/Developer	Research
'Gala' 2023 VR movie research	Director/Producer/Designer/Developer	Bond University
'Medusa' 2020 A relaxing VR experience	Designer/Developer	Liminal VR Distributor: Oculus Store

FILM		
'The Generator' 2018 Sci-Fi	Director/Writer/Producer/Editor	BlaBlu Films Distributor: Indie Rights L.A.
'The last Drawing' 2017 Drama	Director/Writer/Producer/Editor	BlaBlu Films
'Star' 2017 Drama	First Assistant Director Director: Alexander J. Farrell	Beyond Time Productions
'Dorothy and the Odds' 2016 Drama, Comedy	Director/Writer/Producer/Editor/Cinematographer	BlaBlu Films

TECHNICAL SKILLS

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- XR/VR Development: Unity, Unreal Engine, iClone, CC4
- Cinematic Tools: Adobe Premiere, Audition, Touch Designer
- Professional Film Cameras, 360 cameras, Lighting
- Ai

LANGUAGES

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- English
- Spanish
- Norwegian

PROFESSIONAL AFFILIATIONS

- Directors Guild of Norway (NFR)

REFERENCES AVAILABLE ON REQUEST.