

#### **▲** Profile

Brandon Stone is a Lead Technical Artist and Technical Producer specializing in immersive media that brings sports audiences into the action. A recipient of the 46th Sports Emmy® for Outstanding Digital Innovation, Brandon has spent nearly a decade developing experiences that shift viewers from passive spectators to active participants.

His work spans films, digital arenas, and other largescale, spatial displays designed to place fans inside the experience, rather than just in front of it. Whether working on live sports, arts/entertainment, or science and education, Brandon focuses on using technology and design to create more engaging and dynamic ways to watch and interact with content.

### References

○ LEE.MATSUNAMI@COSM.COM

#### Lee Matsunami

Senior Program Manager, Cosm

○ CHRISTOPHER.BURKE@COSM.COM

#### **Christopher Burke**

Director, Unreal Engineering, Cosm

○ RYAN.KUTTLER@COSM.COM

#### Ryan Kuttler

Senior Vice President, Product, Cosm

#### **Education**

 □ 08/2015 - 06/2017
 ○ BUFFALO

## Architecture | Master of Architecture University at Buffalo, SUNY

3.8 GPA, Tau Sigma Delta Honors, Deans Scholarship

### Architecture | Bachelor of Applied Science University at Buffalo, SUNY

3.5 GPA, Cum Laude, Tau Sigma Delta Honors

#### **Y** Awards

**円** 05/2025

46th Annual Sports Emmy® Winner for Outstanding Digital Innovation, Fox Sports and Cosm

National Academy of Television Arts and Sciences

#### **Experience**

**∺** 04/2025

### Lead Technical Artist & Technical Producer COSM

 Lead Designer for Sports Experience Design Group.

<u>₩</u> 04/2022 - 04/2025

# Senior Environment / Technical Artist & Graphics Producer COSM

- Developed real-time 3D environments for live immersive events.
- Engineered software, pipelines, and tools for 12k LED dome operations.

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### Technical Artist COSM

 Created immersive experiences with Unreal Engine tailored for venue-specific interaction and storytelling.

#### **| 04/2020 - 05/2021**

### Architectural Designer Shepley Bulfinch

• Lead Visualization Artist on major academic and medical campus projects.

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#### Architectural Designer King + King Architects

 Lead Visualization Artist across diverse public, academic, and healthcare projects. <u></u> 2025

#### **Graphics Producer Super Bowl LIX**

- Company: Cosm
- Format Distribution: 12k Special Venue
- Platform, Website • Running Time: ~3 hrs
- URL: Link

2025

#### **Graphics Producer MLB World Series**

- Company: Cosm
- Format Distribution: 12k Special Venue
- Platform, Website • Running Time: ~2 hrs
- URL: Link

**∺** 2025

#### **Graphics Producer** Daytona 500

- Company: Cosm
- Format Distribution: 12k Special Venue
- Platform, Website • Running Time: ~2 hrs
- URL: Link

📛 2025

#### **Technical Producer Kentucky Derby**

- · Company: Cosm
- Format Distribution: 12k Special Venue
- Platform, Website
- Running Time: ~2 hrs
- URL: Link

🖰 2025

#### **Technical Producer** WrestleMania 41

- · Company: Cosm
- Format Distribution: 12k Special Venue
- Platform, Website
- Running Time: ~3 hrs
- URL: Link

🖰 2025

#### **Technical Producer Preakness Stakes 150**

- Company: Cosm
- Format Distribution: 12k Special Venue
- Platform, Website
- Running Time: ~2 hrs
- URL: Link

**∺** 2025

#### **Technical Producer UFC 314**

- Company: Cosm
- Format Distribution: 12k Special Venue
- Platform, Website
- Running Time: ~4 hrs
- URL: Link

**2025** 

#### **Technical Producer NCAA Men's Championship**

- · Company: Cosm
- Format Distribution: 12k Special Venue
- Platform, Website
- Running Time: ~2 hrs
- URL: Link

**∺** 2025

#### **Technical Producer PGA The Players Championship**

- Company: Cosm
- Format Distribution: 12k Special Venue
- Platform, Website
- Running Time: ~3 hrs
- URL: Link

📛 2025

#### **Technical Producer UFC 313**

- Company: Cosm
- Format Distribution: 12k Special Venue
- · Platform, Website
- Running Time: ~4 hrs
- URL: Link

**∺** 2025

#### **Technical Producer WWE Elimination Chamber**

- Company: Cosm
- Format Distribution: 12k Special Venue
- Platform, Website
- Running Time: ~3 hrs
- URL: Link

<u></u> 2025

#### **Technical Producer WWE Royal Rumble**

- Company: Cosm
- Format Distribution: 12k Special Venue
- Platform, Website
- Running Time: ~3 hrs
- URL: Link

2024

#### **Technical Producer NBA Cup**

Company: Cosm

• Format Distribution: 12k Special Venue

• Platform, Website • Running Time: ~2 hrs

• URL: Link

<u></u> 2024

#### **Technical Producer UFC 309**

• Company: Cosm

• Format Distribution: 12k Special Venue

• Platform, Website

• Running Time: ~4 hrs

• URL: Link

2024

#### **Technical Producer UFC 308**

Company: Cosm

• Format Distribution: 12k Special Venue

• Platform, Website • Running Time: ~4 hrs

• URL: Link

**∺** 2024

#### **Technical Producer UFC 306**

Company: Cosm

• Format Distribution: 12k Special Venue

• Platform, Website

• Running Time: ~4 hrs

• URL: Link

**≓** 2022

#### **Production Tech NBC Olympics VR by Xfinity: Beijing**

Company: Cosm

• Format Distribution: 8k VR

• Platform, Website

• Running Time: ~3 hrs

URL: Link

2021

#### **Production Tech NBC Olympics VR by Xfinity: Tokyo**

Company: Cosm

• Format Distribution: 8k VR

• Platform, Website

• Running Time: ~3 hrs

• URL: Link

<u></u> 2025

#### **Production Tech** The Matrix in Cosm Shared Reality

Company: Cosm

• Format Distribution: 12k Special Venue

• Platform, Website

• Running Time: ~2 hrs

• URL: Link

**2024** 

#### **Production Tech Liquidverse: Microcosm & Macrocosm**

Company: Cosm

• Format Distribution: 12k Special Venue

• Platform, Website

• Running Time: ~45 mins

• URL: Link

<u></u> 2024

#### **Production Tech** Seek

Company: Cosm

• Format Distribution: 12k Special Venue

• Platform, Website

• Running Time: ~45 mins

• URL: Link

**2024** 

#### **Production Tech** Orbital

• Company: Cosm

• Format Distribution: 12k Special Venue

• Platform, Website

• Running Time: ~30 mins

• URL: Link

#### Traditional Media Credits

**∺** 2023

#### **Technical Artist Cosm Hollywood Park Flythrough**

Company: Cosm

• Format Distribution: 8k Special Venue Video

• Running Time: ~10 mins

• URL: Link

**2022** 

#### **Technical Artist Cosm Experience Center Flythrough**

Company: Cosm

• Format Distribution: 8k Special Venue Video

• Running Time: ~10 mins

• URL: Link

#### ArchViz Artist Harvard Countway Library Flythrough

• Company: Shepley Bulfinch

• Format Distribution: 4k Web Video

• Running Time: ~10 mins

• URL: Link

芦 2020

## ArchViz Artist Dartmouth Berry Library Flythrough

• Company: Shepley Bulfinch

• Format Distribution: 4k Web Video

• Running Time: ~2 mins

• URL: Link

#### Skills

#### (i) SOFTWARE

Unreal Engine **Professional** Rhino 7 **Professional Professional** Blender **Professional** Autodesk 3DS Max **Professional** Autodesk Revit Autodesk AutoCAD **Professional Professional VRay** Adobe Suite **Professional Professional** Substance DaVinci Resolve **Professional Professional** Perforce