

FLORIAN ZUMBRUNN

Design Engineer · AI-Driven Creative Tools & Interactive Systems

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Creative Technologist and Design Engineer with 12+ years shipping interactive tools, generative systems, and browser-based creative platforms. Built rendering engines, shader pipelines, and AI-driven workflows used by thousands. Recently built a 3D scene editor enabling users to direct generative AI models with spatial control. Exhibited generative art internationally (Tokyo, London, Berlin, Venice, Paris). Passionate about world models, AI video, and inventing how humans interact with generative systems.

EXPERIENCE

Creative Technologist & AI Consultant — Independent 2023 – Present

- Built a 3D scene editor (Three.js/React) for a major advertising agency, enabling users to compose scenes and send them to a generative AI model that redesigns the environment while preserving the hero subject — a direct interface for directing AI-generated imagery with spatial control.
- Develop AI-driven image generation pipelines for commercial clients (Krea, Nano Banana 2), translating complex visual briefs into deterministic, reproducible prompt-engineering workflows.
- Build AI-powered tools daily using Claude Code agents: recent projects include a speech-to-text pipeline orchestrating Whisper (GPU via Modal) with Pyannote for speaker diarization, and a journaling tool where AI analyzes accumulated entries to surface patterns and extract insights.
- Create generative art systems (WebGL, proprietary algorithms) with autonomous quality-control pipelines across multiple mediums (robotic drawing, print, web, projection). Clients include Hennessy X.O.
- Consult for companies on AI integration: audit workflows, build custom tools (e.g. converting hand-drawn schematics into technical drawings via vision models), and train teams.

Senior Creative Software Engineer — Fable 2019 – 2023

- Core engineer on a browser-based motion design platform ("Figma for animation") — designed and shipped the WebGL rendering pipeline, advanced shader system, particle engine, and post-processing stack.
- Owned UI/UX implementation for new features end-to-end: from prototyping interaction patterns to shipping production React components integrated with the rendering engine.
- Contributed to product vision and performance optimization, directly shaping how animators interact with creative tooling at scale.

Freelance Creative Developer — Various Clients 2015 – 2019

- Designed and built award-winning interactive experiences for Citroën, Pharrell Williams, Hublot/Ferrari, and VEJA (FWA, Awwwards, Google Creative Sandbox) featuring advanced WebGL, 3D integrations, and generative visuals.
 - Co-directed Makio&Floz, a media art studio creating installations exhibited at international festivals (DDD+OFFF Milan, UltraSuperNew Tokyo).
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TECHNICAL SKILLS

Frontend & Creative Engineering: WebGL, WebGPU, Three.js, GLSL shaders, TypeScript, React, Next.js, Canvas 2D, GPU optimization

AI & Generative Systems: AI-driven creative tools, Claude Code agents, multi-model pipelines (Whisper, Pyannote, Modal), prompt engineering, Anthropic/Claude, OpenAI, Krea, ElevenLabs, Midjourney

Creative Systems: Generative algorithms, rendering pipelines, particle systems, physics-based animation, autonomous art production systems

Design: Interaction design, rapid prototyping, UI/UX for creative tools, high-fidelity mockups

EXHIBITIONS & RECOGNITION

Solo shows: DIG Shibuya, Tokyo (2025) · Brise d'Automne, Paris (2023) · Parfums d'Été, Paris (2023)

Group shows: NEORT Shibuya · Bright Moments (Venice, Paris, Berlin) · London Biennale · Verse Gallery London · 37xDubai · NFT Factory Paris · Google Scramble Square Shibuya

Awards: FWA, Awwwards, Google Creative Sandbox

EDUCATION & TEACHING

CRMA, Gobelins, l'école de l'image — Paris 2008 – 2011

Lecturer at Gobelins (2013–2023): creative coding, front-end engineering, web innovation. Workshops: LeWagon Tokyo, GROW Paris, Makio&Floz.

Languages: French (native), English (fluent), Japanese (conversational)