

Warren Hansen

Designer & Software Developer

design@warrenhansen.com · warrenhansen.com

Emmy Award-winning cinematographer turned software developer, bringing decades of visual storytelling and design experience to modern software development. Using AI-assisted tools, I create thoughtful, beautifully designed applications that are as functional as they are engaging. Four apps on the App Store, plus many internal corporate apps and startups in stealth mode.

Recent work

Independent apps: design, development and release · 2025–Present

- Designed, built and shipped four iOS apps independently: Cybercab Tycoon: Robotaxi (fleet-management simulation), Lex — Think Like a Lawyer (legal-reasoning lessons), Basic Training Workout (fitness tracking with Apple Health sync) and Trash Time (reminder utility).
- Build with AI-assisted development and automated testing, from interface design through App Store release. Stack: Swift and SwiftUI, with Firebase.
- Earlier: Camera Order, an iOS tool for assembling and sharing production equipment orders.

Liquid R+D: Software developer, app tester and UI designer · January 2020–Present

- Medical application in stealth mode, with Richard Kidd.
- Confidential application for a popular club.
- MKRK, a pickleball app.
- Upgraded multiple MVPs to commercial-quality user interfaces.
- Stack: Flutter front end published to iOS and Android, with a Supabase backend.

Perilous Orbit: Software development and 3D lighting · 2018–Present

- Software development, expanding into lighting for 3D characters and game environments in Unity, Blender and Unreal Engine 5.

Hansen Design: AI product films · 2026

- Wrote and directed four concept product films (CinemaPods, Origin, Lumen and Origo) with AI generation, from script and storyboard to shot direction, edit and sound.
- hansen-design.higgsfield.app

AI systems

AI-assisted development and production · Ongoing

- Build software daily with Anthropic Claude (Claude Code, custom agent skills) and OpenAI (ChatGPT, Codex and the API): planning, writing and testing code, with builds shipping to TestFlight automatically.
- Created custom Claude skill suites for film production (storyboards, motion design, client workflow) and for trading-strategy development in NinjaTrader.
- Built and run a local LLM server: a six-GPU Ubuntu rack (about 48 GB VRAM) running Ollama with multi-model routing, used for agentic workflows and research.

Selected experience

Prototype Groupe: 3D lighting consultant · 2022

- Lit high-resolution digital humans in Maya and Blender.

RJ Agency and Atticus Productions: 3D modeling and animation · 2023

- Architectural model from blueprints, a 180-degree fly-by and an animated logo for a University of Mississippi project; an animated MRO logo for Atticus Productions.

Budweiser: Mobile developer (consulting engagement) · St. Louis · 2017

- Hired by Daugherty Business Solutions to work directly with Budweiser, rewriting a failed internal sales application.
- Sole iOS developer on a large team. Native iOS with UIKit, integrated with a proprietary backend and database, distributed internally.

TradeStrat: Software engineer and owner · 2012–2015

- Built C# charting, price-analysis, signal-detection and alert tools for NinjaTrader and TradeStation.

Cinematographer and camera operator, freelance · 1998–2018

- Commercial, film and television cinematography in Los Angeles, New York, Vancouver, Toronto, Sydney and Buenos Aires, including director of photography on a Discovery Channel production with Morgan Freeman.
- National commercial work for 60+ brands, including Coca-Cola, McDonald's, Walmart, Target, AT&T, Burger King, Kellogg's and L'Oréal.
- Production companies include Imaginary Forces, Rhythm & Hues, Digital Kitchen, Moxie Pictures and Prologue Films; directors include Matthew Rolston, Paul Hunter and Mark Dippé.
- Panavision, ARRI and RED systems; remote heads, Technocrane and underwater camera work.
- [Reel: YouTube playlist](#)

Awards

- Two regional Emmy Awards for cinematography, NATAS Mid-America, 1998 and 1999, for the PSA "Take It Outside" (Wheeler Film Productions).

Skills

- **Software:** Swift, SwiftUI, Flutter/Dart, Supabase, UIKit, Objective-C, C#, Core Data, MapKit, AVFoundation, Firebase, Git/GitHub
- **Design:** UI/UX design, cinematography, lighting, 3D modeling and animation, Unity, Blender, Unreal Engine 5, Maya, Photoshop, Illustrator, AI filmmaking
- **AI:** Claude Code and Claude skills, OpenAI ChatGPT, Codex, API, Sora and image generation, Ollama, local LLM hosting and multi-GPU inference, AI-assisted development and testing, Higgsfield AI video

Education

- Columbia College Chicago: cinematography studies
- Udacity: iOS Developer Nanodegree, 2017