

Dushyant Naresh

Digital Archaeologist and Immersive Producer

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I bring science and archaeology to life through immersive storytelling, interactive 360° media, virtual reality, and documentary film.

Experience

Lead Research Technician @ Visualising Heritage, University of Bradford **Aug 2024 – Dec 2025**

- Led research for externally funded digital heritage Knowledge Transfer Partnerships with stakeholders such as the National Trust and Bradford City Council
- Designed the narrative approach and produced animated stories on heritage and placemaking for a Projection Augmented Relief Model communication tool
- Developed an innovative, virtual AR experience at Fountains Abbey for visitors to investigate complex geophysical and archaeological data through interactive storytelling
- Won a Landmark Trust grant for a week's stay at a heritage site to create visualisations and digital outputs utilising a variety of cutting-edge capture methods and storytelling techniques
- Filmed and produced 360° content for use in immersive projection cylinders, virtual tours, VR, and socials, including *Threads Through Time*, a 360° film shown during BD25: City of Culture UK
- Conducted evaluations and impact assessments for project outputs with members of the public

Researcher @ Windfall Films **Oct 2023 – June 2024**

- Conducted production research for "Lost Treasures of Egypt" and "Lost Treasures of the Bible", two archaeology docuseries commissioned by National Geographic for international TV broadcast
- Coordinated with archaeological teams from around the world to organize filming across the Middle East
- Meticulously fact-checked each hour-long episode in compliance with Nat Geo standards through research and expert interviews
- Led archival research b-roll and additional imagery

Publicity Assistant @ Archaeology Department, University of York **Dec 2022 – Sept 2023**

- Filmed and edited dozens of videos for the Archaeology Department's social media channels
- Boosted engagement through evergreen content such as faculty interviews and mini-documentaries

- Worked with university staff, students, and local museums to build a library of varied digital content

Freelance Field Producer

July 2022 – Sept 2022

- Field produced two episodes for the show “Run for Office”, commissioned by Snapchat
- Interviewed and filmed young political candidates in the US gearing up for the upcoming midterm elections

Video Producer @ CNN

July 2019 – July 2022

- Produced over 50 mini-documentaries with a combined 60+ million views for CNN Digital’s daily “Go There” show covering climate change, indigenous rights, and global affairs
- Field produced, wrote, fact checked, and published content for CNN Digital and CNN International
- Produced and developed over a dozen episodes for new shows on CNN’s streaming service hosted by Dr. Sanjay Gupta, Anderson Cooper, Audie Cornish, and Scott Galloway among others

Researcher @ BEME News

Sept 2017 – July 2019

- Produced 100+ episodes of a weekly desk explainer show on CNN’s “BEME News” YouTube channel
- Compiled research documents and fact checked scripts in compliance with broadcast standards
- Managed scheduling, publishing, and moderation of BEME’s YouTube channel of more than 400k subscribers

Education

MSc in Digital Archaeology @ University of York, UK

Sept 2022 – Sept 2023

Ranked 1st in the programme

Research areas: Immersive storytelling, heritage filmmaking, VR/AR, 360° film, emerging technology

Dissertation: Practice based research - the efficacy of an interactive, multimedia approach to communicating archaeology through the use of virtual reality, 360° film, and participant agency

BA in Anthropology and Political Science @ Vassar College, USA

Aug 2013 – May 2017

Double major in Anthropology and Political Science

Focus: Archaeology (Anthropology) and International Politics (Political Science)

Skills + Practice

Heritage & Archaeology

Research and interpretation
Heritage/science communication
Photogrammetry & Gaussian splatting
Data visualisation
Grant writing
Fact Checking

Media Production

Documentary filmmaking
Field & studio videography
Field & studio audio recording
360° A/V capture & editing
Photography
Video editing

Immersive & XR

VR/AR development
Immersive filmmaking
Projection mapping
Interactive storytelling
Projection/immersive space management
360° film direction & editing

Tools

Adobe Creative Suite
DaVinci Resolve
Sony a7/FS/FX series cameras
Pro-grade 360° cameras (Titan/Pro 2)
Blender/RealityScan
Unity Game Engine

Awards

Landmark Futures Scheme 2025

Won a small research grant from the Landmark Trust allowing Visualising Heritage to stay at one of their heritage properties for a week to conduct research and experimentation into capture and visualisation techniques for heritage.

Master's Dissertation Prize 2023

My dissertation achieved the highest mark in the Digital Archaeology programme at the University of York, which was acknowledged during the graduation ceremony.

Fulbright Independent Research Award 2022

Won an independent research grant to help develop an interactive museum to examine the impact of climate change in Mauritius, off the eastern coast of Africa, with students and locals.

Conferences

Presenter, CAA-UK 2025 @ University of Cambridge

Fountains Abbey: Revealed! Developing an interactive digital experience to communicate geophysics and archaeology


Presenter, CAA-UK 2024 @ Canterbury Christ Church University

Communicating heritage through immersive spaces: early lessons from projection-based visualisation


Presenter, CAA-UK 2023 @ Edinburgh

Practice based research: The efficacy of an interactive, multimedia approach to communicating archaeology through the use of virtual reality, 360° film, and participant agency

Portfolio

 Website

 LinkedIn

 YouTube

 Reel