



John Carmack

AGI
Keen Technologies

John Carmack defined the now ubiquitous “first-person shooter” gaming genre at Id Software with Wolfenstein 3D, Doom, and Quake while pioneering the adoption of many computer graphic techniques, including binary space partitioning, light mapping, tangent space bump-mapping, and mega texturing. His early involvement with the creation of GPUs to accelerate 3D gaming has now come full circle with their use to accelerate AI.

At Armadillo Aerospace, he built reusable rocket ships, both autonomous and piloted, with a wide variety of propulsion and control systems.

In 2012, he ushered in the modern era of virtual reality with the Oculus Rift prototype, using GPU distortion compensation and TimeWarp temporal reprojection technologies to enable low-cost systems to outperform exotic professional ones. He went on to champion the development of mobile, all-in-one VR systems at Meta, leading to the current Meta Quest line.

In 2022, he founded Keen Technologies to work on the fundamental challenges of AGI.

For his technical work, John has been awarded two Emmys, a BAFTA fellowship, a Lifetime Achievement Award from the Game Developers Conference, and is in the Academy of Interactive Arts and Sciences Hall of Fame.

Keen Technologies has a globally distributed team based in Dallas, TX, United States of America.

