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ABOUT

I'm an award-winning designer with over 10 years of experience developing interactive software for wearable devices at companies like Apple, Microsoft, Unity and Magic Leap.

I specialize in UX, UI, and Interaction Design for spatial computing, mobile and other screen-based mediums.

I am passionate about empathizing with people to solve ambiguous and cutting-edge problems, which produce accessible and enjoyable experiences using emerging technologies.

SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Adobe XD
- Autodesk Maya
- Blender 3D
- Figma
- Unity
- Git | P4V | Fork
- Miro
- JIRA

EXPERIENCE



SENIOR PRODUCT DESIGNER

Feb 2023 - Current

Unity Technologies - Bellevue, WA

- Responsible for Unity's XR Interaction Toolkit design.
- Audited and redesigned in-editor workflows and project templates to make XR products more accessible.



CREATIVE PRODUCER

Mar 2022 - Feb 2023

Apple (Arcade) - Cupertino, CA (Remote from WA)

- Audited the entire Apple Arcade catalogue for compatibility and usability on Apple Vision Pro.
- Mentored external partner development teams on best practices for spatial computing experience design, helping them bring their vision to Apple's newest platform.
- Proposed the concept of Arcade spatial game adaptations for Apple Vision Pro to present existing content in a more authentic way for Apple Vision Pro.



SENIOR EXPERIENCE DESIGNER

Aug 2021 - Mar 2022

Unity Technologies - Bellevue, WA

- Mixed Reality expert within the Accelerate Solutions design team.
- Led design for a variety of projects in the defense, geospatial, rehabilitation and entertainment industries.



SENIOR LEAD EXPERIENCE DESIGNER

June 2020 - July 2021

Microsoft (Mixed Reality) - Redmond, WA

- Design lead for incubation and internal projects on HoloLens 2, helping secure partnerships with OceanX.
- Design lead for the award-winning Microsoft Mesh App on HoloLens 2, a mixed reality experience centered around communication, collaboration and shared agency of virtual objects in virtual spaces.



SENIOR LEAD EXPERIENCE DESIGNER

Mar 2015 - June 2020

Magic Leap, Inc. - Plantation, FL

- Design lead for incubation and internal projects on Magic Leap 1, pioneering spatial computing experience design.
- Design lead for "The Last Light", an interactive storytelling experience following a young woman's journey of memory and grief.
- Experience Designer for "Undersea", an immersive experience that transforms the physical world into a photorealistic, interactive virtual coral reef.
- Design lead for "Project: Create", an award-winning physics-based virtual playground.



INTERACTION & VISUAL DESIGNER

Nov 2014 - Mar 2015

BCD Software - Hollywood, FL

- Designed, documented and maintained visual style guides, interaction guidelines, system architecture, and wireframes.



LEAD GAME & UX/UI DESIGNER

May 2013 - July 2014

Skyjoy Interactive - Miami, FL

- Designed, implemented and balanced game-mechanics
- Redesigned the onboarding experience and UX/UI systems.

EDUCATION



CERTIFICATION - GAMIFICATION

Dec 2014 - Feb 2015

University of Pennsylvania - The Wharton School



BFA - VIDEO GAME DESIGN

Jan 2008 - Apr 2012

Academy of Art University - San Francisco, CA