


Dylan R. Fox

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Design | Management | Research

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Professional Experience

Design & Accessibility Consultant | D. R. Fox Design | Aug 2019 - Ongoing

- Defined guidelines for accessibility best practices on mobile and web XR. Facilitated communication between departments to support design and development of accessible mobile augmented reality application.
- Conducted literature review of over 300 academic papers on accessible uses of augmented reality on behalf of a leading trade association. Synthesized approaches and best practices to inform research investment.

Head of Community & Outreach | XR Access | Jan 2020 - Ongoing

- Led interdisciplinary group of industry and academia experts in reaching out to disability communities. Coordinated speakers and strategized topics for XR Access Symposium and volunteer workstreams.
- Represented organization to external stakeholders and the public. Published report with IEEE Global Ethics Initiative, promoted accessibility on AWE 2022 conference main stage, appeared in many other speaking roles.
- Created public index of XR-focused accessibility resources recognized by DPGA as a digital public good.

Augmented Reality Researcher | UC Berkeley School of Optometry | Nov 2020 - Ongoing

- Designed, prototyped, and conducted experiments to evaluate augmented reality visual cues to support people with visual impairments. Analyzed data for statistical significance and authored research report on findings.
- Managed research assistants and supported lab administration, including mentorship, timeline creation, task delegation, experiment scheduling, and inter- and intra-departmental coordination.

Augmented Reality Designer | Siemens Artificial and Human Intelligence Research | Jun - Aug 2018

- Designed and developed augmented reality interface for the Microsoft HoloLens using C# and Unity, showcasing a proprietary Siemens algorithm for industrial systems management.
- Set requirements by consolidating HoloLens design documentation, algorithm input and output, and Siemens project goals. Drove team consensus on design timeline and features.

Lead User Experience Designer | Major League Baseball Advanced Media | Oct 2015 - Mar 2017

- Led information architecture, UX, and Visual Design for branded, multiplatform video on demand applications.
- Managed direct reports and worked with stakeholders to set requirements and timelines.
- Designed branded systems across web, mobile, and other streaming players to ensure consistent user experience using Adobe and Sketch. Created style guides and full documentation using Zeplin and Powerpoint.

Education

Masters of Information Management and Systems University of California, Berkeley | May 2019

Interdisciplinary study focusing on inclusive design, accessibility, and sociology of information technology.

Bachelors of Science, Mechanical Engineering University of California, Berkeley | May 2013

Physics, engineering, prototyping, and problem-solving with a subfocus in psychology and cognitive science.

Skills

User Experience Design | User Research
Augmented & Virtual Reality
Information Architecture | Wireframing
Storyboarding | Prototyping | Product Management
Accessibility | UI | Visual Design | Video Editing

Tools

Adobe Illustrator, Premiere, InDesign
and AfterEffects | Sketch | Figma | Unity
C# | Python | Matlab | R Studio
Qualtrics | Word | Excel | Google Docs & Sheets
WCAG | Squarespace | JIRA | Asana | Trello | Calendly