DYLAN R. FOX

UX DESIGNER
&
VR SPECIALIST

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SUMMARY

I believe that good design empowers its users.
I seek opportunities to shape new technologies into forms that let users utilize their talents and imagination to improve themselves or create something new.

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

Masters of Information Management and Systems, exp. graduation May 2019

• Designed and prototyped Element Selection in Virtual Reality system in collaboration with Siemens AG and Berkeley's Center for Augmented Cognition

Bachelors of Science, Mechanical Engineering

• Researched remote collaboration software at Berkeley Intitute of Design

WORK EXPERIENCE

MAJOR LEAGUE BASEBALL ADVANCED MEDIA

Lead UX Designer, Oct 2015 - Mar 2017

• Led information architecture, UX, and Visual Design for WWE's multiplatform video on demand applications, coordinating and scheduling other designers

• Defined & documented internal design process for Google Cast integration

VERTIGO SOFTWARE

UX Designer, Jun 2013 - Sep 2015

• UX design of core video on demand application and brand integration process for NBC Universal's multibrand, multiplatform experience

• Designed Disney app that placed in Windows Store Top 5 Entertainment Apps

MAGOOSH TEST PREP

Usability Intern, Jan 2012 - Jun 2012

• Conducted usability tests & recommended UX adjustments to increase paid conversions

SKILLS

Skill	Rating
VIRTUAL REALITY DESIGN	● ● ● ●
WIREFRAMING	● ● ● ●
USER RESEARCH	● ● ● ●
USABILITY TESTING	● ● ● ●
INFORMATION ARCHITECTURE	● ● ● ●
PRODUCTION DESIGN	● ● ● ●
VISUAL DESIGN	○ ● ● ●
INTERACTION DESIGN	○ ● ● ●
RAPID PROTOTYPING	○ ○ ● ●

TOOLS

Rating	Tool
● ● ● ●	ILLUSTRATOR
● ● ● ●	SKETCH
● ● ● ●	UNITY
● ● ● ●	INVISION
● ● ● ○	PHOTOSHOP
● ● ● ○	HTML/CSS
● ● ● ○	ARDUINO
● ● ● ○	PYTHON
● ● ○ ○	WORDPRESS