

Dylan R. Fox

UX Designer
&
VR/AR Specialist



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Summary

I believe that good design empowers its users.

I aim to design inclusive virtual & augmented reality applications that enable users to communicate, innovate, and educate.

Education

University of California, Berkeley

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

- Published a paper and led parallel session at HCII 2018 conference on "3D Element Selection in Virtual Reality," based on research conducted with Siemens and Berkeley's Center for Augmented Cognition
- Thesis: Augmented Reality Obstacle Avoidance for Visually Impaired People

Bachelors of Science, Mechanical Engineering, 2013

- Human factors, remote collaboration research with Berkeley Institute of Design

Work Experience

Siemens Artificial and Human Intelligence Research Group

Augmented Reality Designer, Jun 2018 - Aug 2018

- Microsoft HoloLens design and development of augmented reality interface showcasing a proprietary Siemens algorithm for industrial systems management
- Won stakeholder approval via interface demo & self-produced video

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 multiplatform video on demand application and brand integration process for NBC Universal's multibrand 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 & suggested changes to increase paid conversions

Skills

Virtual & Augmented Reality Design, Wireframing, User Research, Information Architecture, Usability Testing, Visual Design

Tools

Adobe Illustrator, Sketch, Unity, Invision, Adobe Photoshop, Arduino, C#, Python, HTML/CSS, Wordpress, MS Office, LaTeX