

Dylan R. Fox

Design & Accessibility Consultant

✉ dylan@drfoxdesign.com

☎ (510) 764-3699

🔗 drfoxdesign.com

🐦 @UsabilityFox

Education

University of California, Berkeley | Masters of Information Management and Systems | May 2019
Interdisciplinary study focusing on inclusive design, accessibility, and sociology for information technology.

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

Professional Experience

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

- Design, development, project management, and accessibility review for mobile, web, and virtual and augmented reality systems. Clients range from technology startups to nonprofits to academia.
- Conducted literature review on behalf of a leading trade association of over 300 academic papers on accessible uses of augmented reality. Synthesized approaches and best practices to inform research investment.
- Designed and prototyped augmented reality obstacle avoidance system in coordination with UC Berkeley and Cornell Tech laboratories. Assisted in grant review and application process.
- Conducted qualitative and quantitative research of student debt borrowers and wrote grant report on methods to improve Black and Latinx participation in income-driven repayment programs. Supported creation and coordination of a coalition to distribute information directly to borrowers via trusted local messengers.

Augmented Reality Designer | Siemens Artificial and Human Intelligence Research Group | Jun 2018 - 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 WWE's multiplatform video on demand applications.
- Managed multiple designers, working with project managers to schedule hours and onboard as necessary.
- 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.

Professional Organizations

Application Accessibility Group Leader | XR Access | Jan 2020 - Ongoing

- Led interdisciplinary group of industry and academia experts in reaching out to disability communities and analyzing accessibility of common virtual, augmented, and mixed reality applications and tools.
- Supported symposium organization and virtual conference structuring via outreach and tools analysis.

Skills

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

Tools

Adobe Illustrator, Photoshop & AfterEffects | Sketch
Figma | Balsamiq | Invision | Asana | Tableau | Zeplin
JIRA | Unity | C# | HTML | CSS | JavaScript | Qualtrics
Word | Excel | WCAG | Solidworks | Squarespace