Joseph Horowitz

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experience

3M Design
MR/AR UX Designer
Jun 2021 - Present

Researching principles for AR/MR wearable design; rapidly prototyping and developing functional 3M app demos for Microsoft HoloLens 2. Two patents pending for Dec 2021.

CMU HCI Institute
UX Researcher
Jan 2021 - Jun 2021

Conducting design research on the bias in the City of Pittsburgh's Office of Permits Liscences and Inspections (PLI)'s AI Infrastructures.

CMU Student Government
Director of Design
Aug 2019 - May 2020

Coordinating designers to brainstorm and enact campus-wide initiatives. Designing interactive interfaces for better transparency within the student body government.

projects

3M HoloLens 2 App Demos
Summer-Fall 2021

Researched and designed various AR/MR applications using FIgma and the Adobe Suite. Built out function app demos for use on Microsoft Hololens 2 using Unity Autodesk Maya, and MRTK.

Support Circle
Spring 2019

Performed user research and designed an app that connects people prone to panic attacks with a trusted friend or loved one quickly.

education

Carnegie Mellon University
Aug 2017 - Jun 2021

BFA in Electronic and Time Based Media.

skills

Interaction Design
Design Research
AR/MR Design/Developement
Game Developement
Front End Developement
Design Research
2D + 3D Modeling/Animation

MRTK for HoloLens
OpenCV
Vuforia for Unity
node.js
p5.js

Unity
Figma
Adobe CC Suite
Autodesk Maya
ZBrush
Unreal Engine
Motion Builder

C#
Javascript
HTML
CSS
C++