

JOSEPH HOROWITZ

josephbhorowitz.com

contact@josephbhorowitz.com

## education

Carnegie Mellon University  
Aug 2017 - Jun 2021

BFA in Electronic and Time  
Based Media.

## 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 HCII Institute Research  
UX Researcher  
Jan 2021 - Present

Conducting design research on the bias  
in the City of Pittsburgh's Office of Permits  
Licences 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.

## skills

Interaction Design  
Design Research  
AR/MR Design/Development  
Game Development  
Front End Development  
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++