

Lead Product Designer Lead Product Designer Lead Product? & UX Designer New York, NY ? Persistent problem solver with an ability to collaborate with and lead cross-functional and diverse teams of developers, designers and product managers. Experience with Agile/Scrum and similar iterative development methods. Experience with design systems. ? 15+ years of experience in architecting, designing and developing digital products and platforms. ? Extensive experience working within design agencies and with in-house product design teams, developing data-driven and UX research based scalable products for mobile, web and immersive technologies. Work Experience Lead Product Designer Grail - New York, NY April 2019 to Present Led the creation of a design system, including pattern library and a standardized design process with a strong focus on data-driven UX research and user testing in a two-sided marketplace. United siloed designers into a collaborative design team, that operates and excels based on a standardized design process including internal design reviews, QA, documentation, and co-education to improve product design consistency, quality, and team scalability. Consulted the company on their journey to compliance with accessibility guidelines (AA+) across all digital products. Created a user experience competency model including evaluation and assessment rubrics to improve the management, growth, and hiring process for the design team. WebXR Creator, Mozilla Tech Speaker, Mentor WebVR/XR Consulting/Development - New York, NY June 2017 to Present Host of the official A-Frame NYC Meetup & the WebXR New York Meetup | Freelance/Self-employed, NYC Helping startups with UI/UX design and front- end development for immersive experiences on the web. Building prototypes and POC projects to explore accessibility needs in WebXR. Member/contributor of the W3C immersive web working group, focussing on inclusivity & accessibility in VR. The host of the WebXR New York Meetup and host of the official A-Frame NYC Meetup, a workshop-style meetup that focuses on building a strong community around the open source WebVR framework (aframe.io) Co-founder and CXO (Product) Virtuleap - Lisbon June 2018 to March 2019 Collaborated on biometric algorithms leveraging modern neuroscience research and machine learning to translate body language in VR, AR, and 3D environments into psychographics and demographics. Worked on pilot projects with companies in both the

enterprise and consumer sectors.      Lead design and development an edutainment app called the Attention Lab, which features a series of gamified experiments that are powered by our tech in order to teach players about how their brains work. Design Director Studio.zeldman - New York, NY June 2016 to March 2019 Responsible for all UI, UX and information architecture design decisions Established bespoke visual vernaculars for each client through style tile development      Played an instrumental role in influencing team to develop effective content strategy for major clients Responsible for conducting user research by auditing web content structure and evaluating site analytics (through heatmap data evaluation)      Produced semantic, responsive, and standard compliant front end templates and worked directly with back- end development team for seamless implementation. Co-Founder, Lead Designer & Front- End Engineer Byte Dept. Inc - New York, NY May 2010 to April 2016 Designed an award-winning mobile and web application that aimed to connect consumers to 180+ food trucks in 16 major cities around the US and Europe.      Designed a mobile app that was featured in the Apple Store as "App of the Month."      Solely managed the production process on a wide spectrum of large-scale, cross-browser and cross-platform web applications.      Consulted, supervised and managed a team of 12+ employees and freelancers. Produced and managed production of high-profile banner ad campaigns.      Provided leadership to primary design and production staff. Web Designer & Front- End Developer Langton Cherubino Group - New York, NY April 2006 to April 2010 Inaugural in-house web design and developer for traditional print branding and advertising studio.      Played an instrumental leadership role in the studio's expansion into digital by creating their first in-house web design department.      Responsible for all web development implementation and consultation.      Supervised offshore development teams in a fast-paced, deadline driven environment.      Designed, built and produced CMS templates, web sites, Flash microsites/promotional games, animations and digital sales materials. UI/UX Designer & Animator SIEMENS Mobile/BenQ - Munich, DE August 2005 to December 2006 Concepts & Innovations Division, Mobile Devices & Handheld Electronics      Designed GUIs, user journeys, case studies and animated prototypes for concept designs      Designed icon libraries and developed fonts with a focus on readability for color restricted small screen devices Education MFA

in Design, Computer Science, Branding, Marketing University of Applied Sciences Munich - Munich, DE Skills User Experience Design (10+ years), HTML/CSS/JS (10+ years), User Interface Design (10+ years), Adobe (10+ years), Information Architecture (10+ years), Responsive Design (10+ years), Accessibility (6 years), WebXR, Web-based VR/AR/MR (4 years), Design Direction (10+ years), Design Systems (UI Framework, Pattern Library) (4 years) Links <http://rolanddubois.com> <https://www.linkedin.com/in/rolanddubois/> Certifications/Licenses Mozilla Tech Speaker March 2019 to Present Organized several events and monthly meetups/workshops to demystify web-based virtual reality, made software contributions from components, to accessibility prototypes/experiments. I collaborate with startups, artists, designers and members in the WebXR community to onboard them to available tools and frameworks for spatial computing (esp. A-Frame) and learn about their needs while advocating a strong focus on inclusive and human-centric user experiences.

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