



# Aaron Faucher

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## Profile

Product designer and UX engineer focused on AR/MR and contextual computing.

## Education

Carnegie Mellon University  
*Master of Human-Computer Interaction*

2017 – 2018 *exp*

Northwestern University  
*Bachelor of Science, Social Policy*

2008 – 2012

## Skills

Design  
Contextual Inquiry  
Affinity Diagramming  
GV Design Sprints  
Heuristic Analysis  
Usability Testing

### Prototyping

Unity/C#  
Sketch  
Maya  
Framer  
Js/HTML/CSS  
Python

## Research

Social Mixed Reality  
*John Zimmerman, PI*

Led design and built HoloLens prototypes to explore how mixed reality affects face-to-face conversation in social settings.

## Relevant Experience

VR UX Designer, Contract  
*High Fidelity, Inc.*

2017

Led the design of an HMD-first creative tool for High Fidelity's social VR platform. Interviewed users in VR and synthesized findings into product features. Prototyped and iterated interactions, layouts, IA in Unity. Led user tests. Worked with lead developer and transferred spec for product ship.

VR UX Engineer  
*Freelance*

2016 – 2017

End-to-end UX/UI design, rapid prototyping, 3D asset preparation, and Unity/C# development for VR startups. IxD and production code for GearVR using realtime biometric data for Alpha Computing. UX strategy, motion design, and Unity development for Hopscotch Interactive.

UX/UI for AR/VR  
*DESIGNATION*

2015 – 2016

Founded initiative to expose designers to emerging interfaces. Taught public-facing AR/VR workshops for the Chicago design community. Participation by over 150 UX/UI professionals, feat. speakers from MIT Media Lab, DePaul.

Consultant  
*Bluestone Consulting Group*

2015 – 2016

Custom application design and development for high tech and healthcare enterprises. I built web apps on Salesforce cloud platform for clients across several verticals. Client-facing role guiding requirements discussion, process flows, and UI design. Write production code in Java, C#, Python.

UX/UI Designer  
*DESIGNATION*

2015

User research, persona development, wireframing, interaction design, prototyping, and usability testing for social-impact startup Zero Percent. Typography, color study, and go-to-market UI design for mobile application Spoter. Companion app design for heart-health wearable Pulseband.

Design Researcher  
*Kellogg School of Management*

2011 – 2012

Research, prototyping, and design of a potable water solution for a town in Central Africa. Ethnographic research employing IDEO Human-Centered Design methods for prototyping and user testing.