Aaron Faucher

afauch@cmu.edu   Email
linkedin.com/in/aaronfaucher   LinkedIn
afaucher.me   Portfolio

Profile

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

Education

Carnegie Mellon University
Master of Human-Computer Interaction

Aug 2017 – Aug 2018 *exp*

Northwestern University
Bachelor of Science, Social Policy

Oct 2008 – Jun 2012

Skills

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

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

Research

Supporting Conversation with AR
John Zimmerman, PI

Led design team in building HoloLens prototypes to explore how mixed reality affects face-to-face conversations 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.

Consultant
Bluestone Consulting Group

2015 – 2016

Custom application design and development in high tech and healthcare verticals. I built web apps on Salesforce using Java, SQL, HTML/JS. Client-facing role guiding requirements discussion, process flows, and UI design.

Design Lead
Bloomberg L.P.

2018

Accessibility design project focusing on onboarding and wayfinding for new hires with disabilities. Investigating the intersection of spatial experience and accessibility design. Building WCAG-compliant internal design systems. Working closely with research leads to define UX prototyping strategy.

UX/UI for AR/VR
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. Taught AR/VR workshops, feat. speakers from MIT Media Lab.

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.