JOHN HANACEK

Product Designer · Design Engineer · AI, XR & Robotics Interface Innovator
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SUMMARY

Product designer with 10+ years designing for emerging interfaces—XR, conversational AI, and agentic systems. Georgetown thesis (2016) explored AI-parsed drawing canvas design, anticipating today's agentic paradigm. Creator of MetaMedium, an AI-integrated drawing interface transforming sketches into executable programs. Obsessed with inventing interaction patterns for human–AI collaboration.

FEATURED PROJECT

MetaMedium: AI Beyond Chat — Interactive Whitepaper — Open-source research designing new interaction paradigms where freeform drawing becomes an interface for AI collaboration. Exploring spatial, gestural input beyond chat. Built with Claude Code.

EXPERIENCE

XR Product & Interaction Designer · Nanome Inc. · 2022—2024
- Primary designer for VR molecular visualization used by Pfizer, Novartis, academic labs. Designed 3D AI-assisted drug discovery workflows.
- Designed XR + conversational AI interface for molecular manipulation & natural language queries
- Prototyped in Unity, ShapesXR, Blender; shipped production features across Quest and desktop
- Facilitated user research with scientists; published XR product design case study

Immersive UI/UX Designer · BadVR, Inc. · 2021—2022
- Hand-tracking interaction design for data visualization on Meta Quest & HoloLens 2. Created design system and developer handoff documentation.

Founding CEO & Co-Founder · AvatarMEDIC, Inc. · *2019—2021*
- Founded medtech startup for remote trauma intervention via XR telepresence and robotics. 2023 Aerospace Medical Association R&D Innovation Award. Founder Institute SF 2020 graduate.

Independent Consultant · JHDesign LLC · *2014—Present*
- XR/spatial computing SME, product design, UX strategy, AI interface consulting for biotech startups, research labs, and enterprise teams.

EDUCATION

MA, Communication, Culture & Technology · Georgetown University · *2014—2016*
- Thesis: "As We May Sketch" — AI-powered conversational drawing interface. Published EduLearn 2015. Voted "Most Meta."

BA, Political Science · UC San Diego · Minor: Neuroscience · *2008—2012*

SKILLS & TOOLS

AI/Agentic: Claude Code, LM Studio, Ollama, tool use design, prompt engineering, MCP **Design:** Figma, Blender, Unity, ShapesXR, Adobe Suite **Code:** HTML/CSS/JS, React, interactive whitepapers **Platforms:** Web, Mobile, Quest, VisionOS **Research:** User research, systems mapping, strategic foresight

RECOGNITION

Featured in *Spatial Design: Breaking the 2D Paradigm* · 2023 R&D Innovation Award, Aerospace Medical Association · Winner, Kevin Kelly's future vision challenge (2014) · Hackathon wins: HoloTRIAGE, NIST CHARIoT Phase 2, SAR 5G