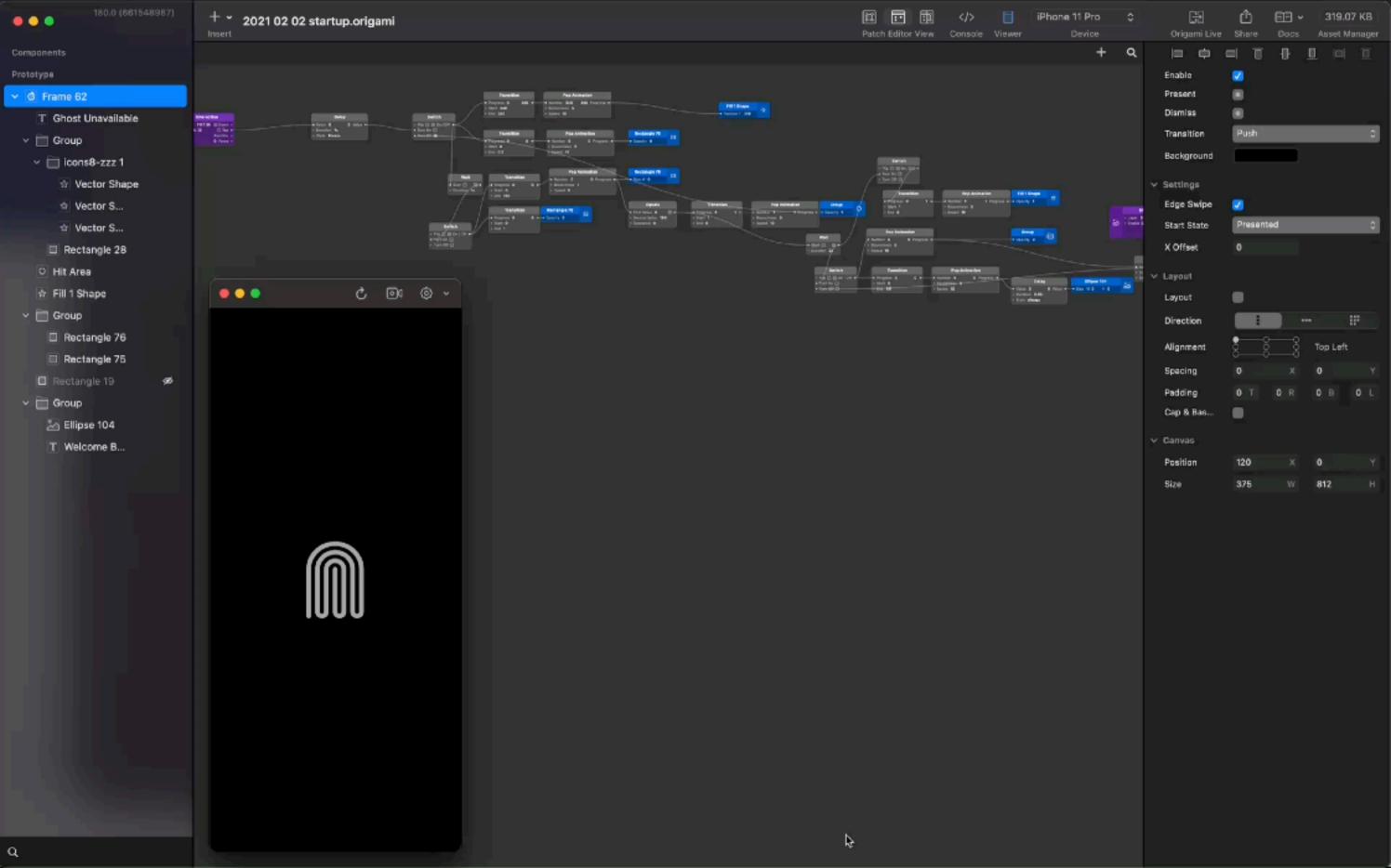
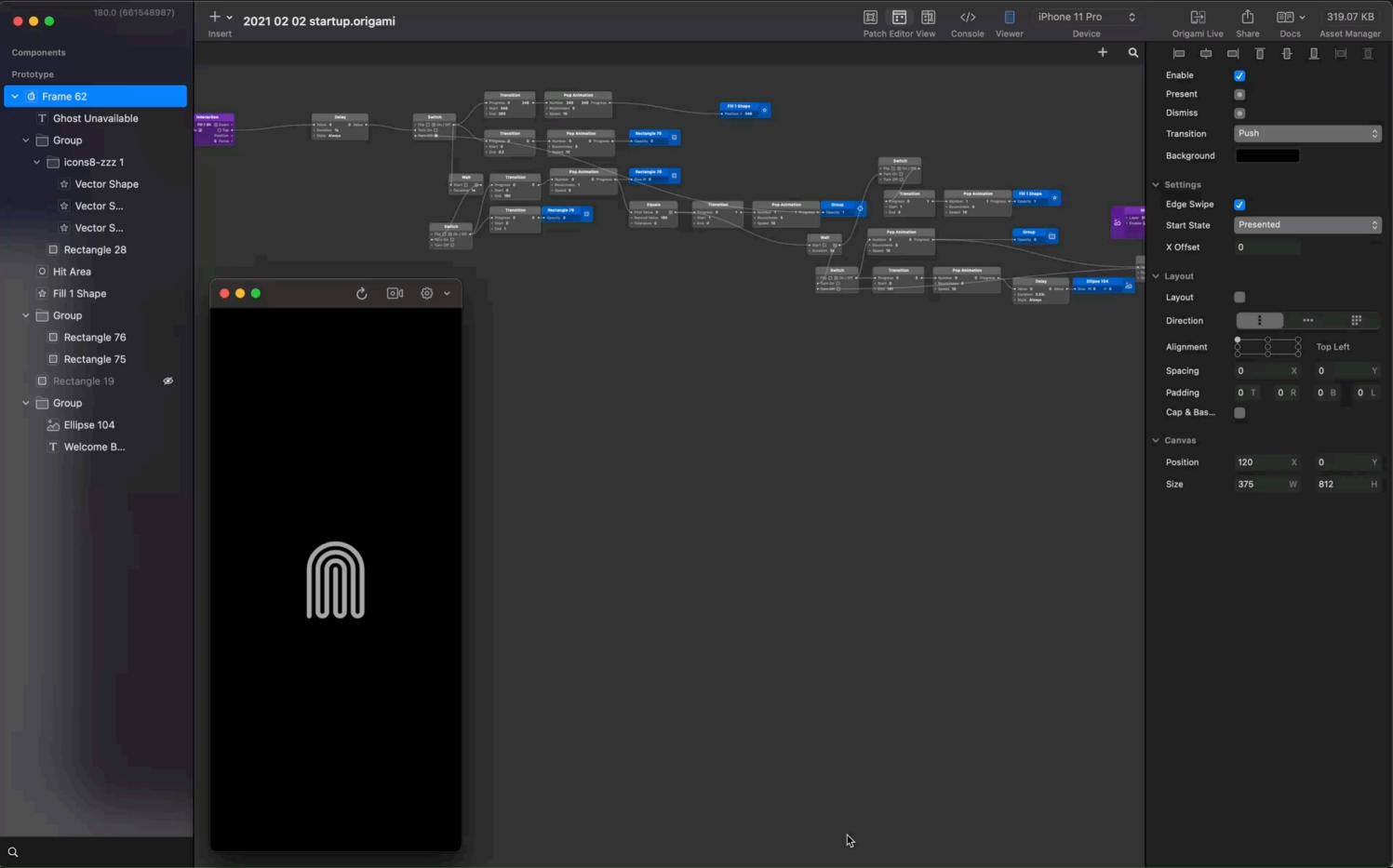


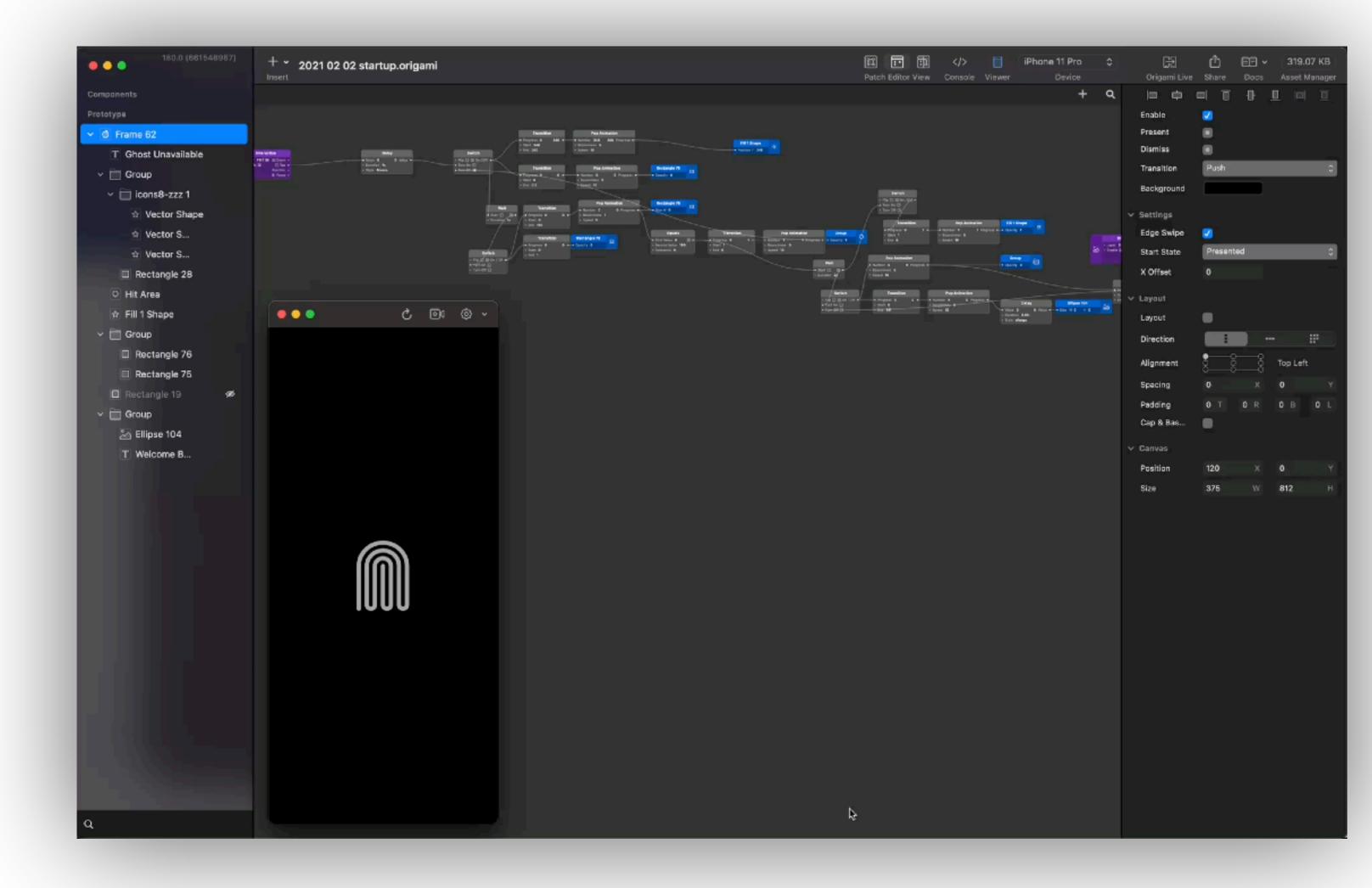
I utilize many different tools and methods to best represent prototypes. My favorite is to create fully interactive interfaces that allow potential users to explore the interface in high fidelity, to see all the transitions and animations that would make the experience delightful.

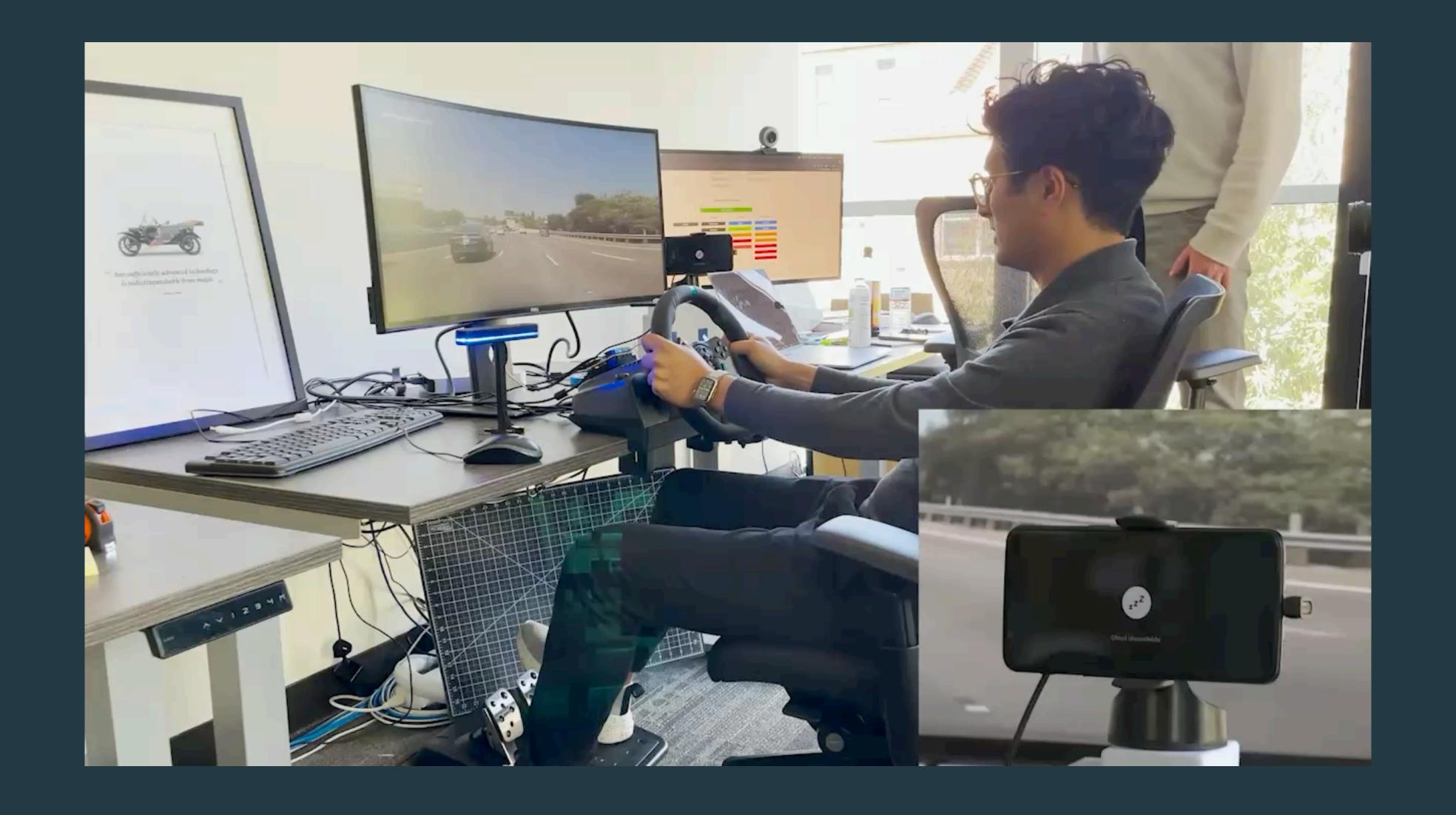






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As the scope became clear, my team and I created user testing rigs to help validate and learn from integrating visual, audio and haptics.