Nic Fontaine

Blending VR learning, interaction design, and web/native app development to make 'what-ifs' possible

SKILLSET

What I Do

- Spec and prototype software feature enhancements
- Research architectural, operational, and user impediments
- Diagram, document, and build pipeline & art tooling
- Craft UI & art for interaction and learning
- Add polish and customization to 3D art
- Distill knowledge & research into technical documentation & leadership insight
- Lead and facilitate R&D collaboration across teams and departments

Proficiency

- Prototype & UI design in Figma, Adobe XD, Invision, and browser
- Frontend development in React, HTML, CSS, and VanillaJS
- Backend development in NodeJS, Electron, Express, SQL, MongoDB
- Version control in Git, SVN
- Game & UI development in Unity3D
- Video & motion graphics in After Effects, Premiere, Final Cut Pro
- 3D in Maya, Motionbuilder, and Zbrush

EXPERIENCE

Sr. Product Developer   *Mursion, Inc.*   May 2016 - Present

Developing for cross platform user-experience in Full-stack web and AR/VR game engine. Technical art, backend pipeline, api design, front-end design & dev, testing, QA, technical documentation. Bridging art, engineering, and operations to enhance product for both internal teams and end users. From prototype to enterprise launch.

Marketing Designer & Front-End Developer   *Element-360*   Sep 2014 - May 2016

Landing pages, display ads, email newsletters, device analytics, heatmaps and A/B testing for international real estate clients. Testing, search performance, and conversion auditing.

Contract UX Designer   *ThingFace*   Aug 2014 - Sep 2014

IOT app authoring ecosystem - research, design, and development.

Game Artist, Animator, Video Editor   *The Littlest Golfer, Inc.*   Apr 2013 - Aug 2014

2D mobile game art design and 3D pilot show - script to launch. UI, environment, character animation, level design. Character modeling & animation, video editing & compositing, and marketing promo design.

CONTACT

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