

# Valerie Thomas

*Senior AR Designer*

*valerie.thomas@email.com*

## Professional Summary

Senior AR Designer with over 10 years of experience designing immersive AR applications for consumer products, brand campaigns, and interactive storytelling. Expert in AR interaction design, spatial UX, and deploying across multiple AR platforms.

## Skills

Unity, Spark AR, Lens Studio, ARKit/ARCore, 3D UX Design, Spatial Interaction, Motion Graphics, User Testing for AR, Cross-Platform AR, Real-World Tracking, Team Leadership

## Experience

Senior AR Designer - VibeCraft XR (2018 - Present)

- Led AR creative direction for global product launches and immersive marketing.
- Designed cross-platform AR experiences with gesture, touch, and voice inputs.
- Collaborated with developers and producers to ship award-winning XR campaigns.

Lead AR UX Designer - SceneSync Interactive (2013 - 2018)

- Developed spatial UI and user flows for large-scale AR installations.
- Conducted research on real-world occlusion and AR engagement metrics.

## Education

M.F.A. in Interactive Design, California College of the Arts, 2012