

Leo Hartman

AR Designer

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Professional Summary

AR Designer with 6 years of experience designing augmented reality experiences for marketing, retail, and mobile apps. Proficient in Spark AR, Unity, and Figma, with a strong focus on user interaction and storytelling in AR environments.

Skills

Spark AR, Unity, VFX Graph, ARKit/ARCore, User Interaction Design, Figma, 3D Asset Optimization, Animation Scripting, Touch & Gesture Input, Scene Management

Experience

AR Designer - BlendSpace Studios (2020 - Present)

- Created branded AR campaigns for retail apps with real-world object tracking.
- Designed intuitive AR overlays and 3D object interactions for mobile users.
- Collaborated with developers to integrate AR scenes into iOS/Android apps.

AR Visual Designer - PopScene Agency (2017 - 2020)

- Designed story-driven AR experiences for art installations and museum spaces.
- Developed UI assets, visual effects, and audio cues aligned with real-time triggers.

Education

B.F.A. in Interactive Design & Emerging Technology, Parsons School of Design, 2016