



# Aaron Faucher

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[afaucher.me](http://afaucher.me) Portfolio

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## Profile

UX engineer and Unity developer focused on AR/MR and contextual computing.

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## Skills

### Design

Unity  
Maya  
Adobe CS  
Sketch  
Grasshopper

### Development

Unity/C#  
JavaScript  
HTML/CSS  
Python  
Processing

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## Education

### Carnegie Mellon University

*Master of Human-Computer Interaction*

2017 – 2018 *exp*

### Northwestern University

*Bachelor of Science, Social Policy*

2008 – 2012

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## Research

### Social AR Overlays

*John Zimmerman, PI*

In progress. Investigating best practices for augmenting conversations with mixed reality overlays, while optimizing for social comfort.

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## Relevant Experience

### VR UX Designer, Contract

*High Fidelity, Inc.*

2017

Led the design of an HMD-first creative tool for High Fidelity's social VR platform. Interviewed users in VR and synthesized findings into product features. Prototyped and iterated interactions, layouts, IA in Unity. Led user tests. Worked with lead developer and transferred spec for product ship.

### VR UX Engineer

*Freelance*

2016 – 2017

End-to-end UX/UI design, rapid prototyping, 3D asset preparation, and Unity/C# development for VR startups. IxD and production code using realtime biometric data for GearVR with Alpha Computing. UX strategy, motion design, and Unity development for Hopscotch Interactive.

### UX/UI for AR/VR

*DESIGNATION*

2015 – 2016

Founded initiative to expose designers to emerging interfaces. Taught public-facing AR/VR workshops for the Chicago design community. Participation by over 150 UX/UI professionals, feat. speakers from MIT Media Lab, DePaul.

### Consultant

*Bluestone Consulting Group*

2015 – 2016

Custom application design and development for high tech and healthcare enterprises. I built web apps on Salesforce cloud platform for clients across several verticals. Client-facing role guiding requirements discussion, process flows, and UI design. Write production code in Java, C#, Python.

### UX/UI Designer

*DESIGNATION*

2015

User research, persona development, wireframing, interaction design, prototyping, and usability testing for social-impact startup Zero Percent. Typography, color study, and go-to-market UI design for mobile application Spoter. Companion app design for heart-health wearable Pulseband.

### Design Researcher

*Kellogg School of Management*

2011 – 2012

Research, prototyping, and design of a potable water solution for a town in Central Africa. Ethnographic research employing IDEO Human-Centered Design methods for prototyping and user testing.