



Aaron Faucher

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Portfolio – afaucher.me

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Profile

Technical UX/UI designer with a social-impact background, seeking to define positive interaction patterns for virtual and augmented reality.

Skills

Design

Unity
Photoshop
Illustrator
Sketch
Maya
Axure RP

Development

JavaScript
C#
HTML5, CSS3, Sass
Vuforia SDK
SteamVR SDK
Leap Motion SDK

Education

Bachelors of Science

Northwestern University

2008 – 2012

Social Policy

Cum Laude

Awards & Fellowships

Global Engagement Fellow

Buffett Institute at Northwestern University

Englewood Teaching Fellow

Urban Prep Charter Academy for Young Men

Relevant Experience

UX/UI for AR/VR

DESIGNATION

2015 – 2016

Self-led initiative to expose designers to emerging interfaces. I teach public-facing AR/VR workshops for the Chicago design community. Participation by over 150 UX/UI professionals, featured at tech hub 1871, featuring speakers and guest writers from MIT Media Lab, DePaul University, and Leap Motion.

Writing

_Maya Microinteractions
_Interview: Leap Motion
_Interview: MIT Media Lab
_AR/VR: Tools of the Trade
_Designers and AR/VR

Teaching

_Unity for Designers
_Object-Based UI
_UX/UI for AR/VR
_AR/VR UI Hackathon
_Maya Basics

Consultant

Bluestone Consulting Group

2015 – 2016

Custom application design for high tech, healthcare, and nonprofit enterprises. I guide clients through requirements discussion, process flows, and interface design. I work closely with the lead developer, and script Java/C# utilities.

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 process for prototyping and user testing. International project involving students and professionals from the US, Germany, and Gabon.

Founder

Good Age

2015 – 2016

Chicago design collective focusing on well-being and technology. In-progress collective projects include: UX research on device usage and mental health; VR experience exploring empathy and the Alzheimer's experience.