DILLON BAKER

3D User Experience Designer

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425.577.4490

WORK EXPERIENCE

AMAZON
June 2020 – Present

3D DESIGNER
Leading design for 3D visualization of furniture at Amazon on desktop, mobile, and VR. Combining rapid UX iteration, 3D asset best practices, and user research to drive org-wide strategy for successful customer-centric experiences.

AMAZON
June 2017 – June 2020

AR/VR DESIGNER
Built experimental 3D AR/VR experiences for home furnishings. Proficient in 3D UX best practices, rapid prototyping within game engines, asset creation for shippable real-time environments, and high-fidelity UX design in 3D space.

UW + HONEYWELL
Oct 2016 – June 2017

HOLOLENS DESIGN TECHNOLOGIST
Contracted by Honeywell alongside nine undergrads to envision Hololens-supplemented AR flight deck interfaces for commercial pilots. My role included design research, UX development, and assembling Hololens prototypes to demonstrate team concepts.

MICROSOFT
June – Sept 2016

XBOX UX DESIGN INTERN
Prototyped Xbox controller accessories surrounding accessibility. Collaborated across teams to conduct user research, construct functional prototypes, and evangelize best practices for Inclusive Design work across Microsoft.

ADDITIONAL EXPERIENCE

UW + NASA JPL
Jan – June 2017

HUMAN INTERFACE DESIGNER
Selected as one of three UW design students to pair with NASA to develop AR/VR design concepts for the Mars 2020 Rover mission. Project work included creating mixed reality data visualization and user interfaces to enhance geographical analysis between NASA data scientists and geologists.

SPECTRUM
May 2015 – Present

CREATOR
Created an original Java-based Processing program that outputs a visual timeline of the colors of each frame of a given movie. Set up a successful business selling made-to-order prints for customers. Featured in The Independent, The Washington Post, Open Text, Squarehouse Studios interior design, and more. (dillonbaker.com/#/spectrum)

EDUCATION

UNIVERSITY OF WASHINGTON
Bachelor of Design, Interaction Design
June 2017

TECHNICAL SKILLS

2D DESIGN
Mocks—Adobe CC, Sketch, Figma
Prototyping—Framer, InVision

3D DESIGN
Game Development—Unity
Realtime 3D Modeling—Maya
Physical Part Design—Solidworks
3D Texturing—Substance Designer / Painter
PCB Fabrication + Physical Computing / Circuitry

VIDEO PRODUCTION
2D Compositing—Adobe CC, OBS
3D VFX—Cinema4D, After Effects, Boujou
Mixed Reality VR Video Capture

CODING
Prototyping & Data Viz—Beginner Python, C#, JS
Physical Computing—Arduino

REFERENCES

BRIAN MOUNT
Senior Manager, Amazon
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RITA YU
Senior UX Designer, Microsoft
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AXEL ROESLER
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