

Zachary Deocadiz

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Experience

Within

Designer, May 2017–present

- A designer on Wonderscope, an ARKit app for kids, in Nov 2017. Worked on user experience flows and designed all of the 2D interface assets, including iconography. Designed and coded promotional website. Wonderscope was featured in the Apple App Store and featured in the Kids and ARKit categories.
- Lead designer on website and mobile app redesign. Worked on both UX flows and visual designs. Worked closely with engineering to hand off assets and to ensure proper implementation.
- Lead designer on all content-related assets. Created thumbnails for all content pieces on the Within platform, as well as all other required assets for content releases.
- Installation design and set up at Sundance 2018 for Chorus, a 6dof VR experience presented by Within.
- Collected and organized design resources to produce design documentation for VR projects, branding guidelines and overall style guidelines.
- Additional work was done in prototyping 6dof VR experiences, focusing on UX and flat assets. Simple work done in Unity and A-Frame (WebVR).

Weebly

Design Intern, Jun–Aug 2016

Focused on user interface and experience. Designed interfaces for e-commerce products using design style guide framework elements. Created illustrations based off style guide specs. Participated in design ideation, wireframing, and user testing.

Hack@Brown

Design Lead, Jul 2016–Feb 2017

Design Team, Nov 2015–Jun 2016

Worked in a team to create the visual identity for Hack@Brown, Brown University's hackathon. The team designed the branding, website, wayfinding, goodies, and other Hack@Brown products. This included work in areas of branding, user interface design, product design, and environmental design.

CS1300 User Interfaces and User Experiences, Computer Science Department at Brown University

Teaching Assistant, Jun–Dec 2016

Helped develop workshops and lectures related to visual design. Created and marked assignments related to user experience tests, personas, user flows, and wireframing.

(add)ventures

Design Intern, Jun–Aug 2015

Worked on projects for clients such as CVS Health, Honeywell, and the Rhode Island Tourism Board. Projects focused on areas of branding, marketing, environmental design, and advertising.

Education

Rhode Island School of Design (RISD)

Sept 2013–Feb 2017

BFA Graphic Design, GPA 3.76, Honors
Liberal Arts Concentration in Media, Technology, and Cultural Studies
Courses include Typography I-III, Design Studio I-IV, Color, Computer Utopias, The Future By Design, Design and Fiction. Thesis on the topic of digital identities and growing up on the internet.

Brown University, Computer Science

2014-2015

Computer science courses, cross-enrollment through RISD. Courses include CS1300: Designing, Developing, and Evaluating User Interfaces.

Community

AR/VR Academy

Cohort 1 participant, Nov 2018–present

Joined a mentorship group for people learning more about VR and AR technologies in order to learn more skills in Unity and 3D modeling.

Hack@Brown

Workshop Teacher and Mentor, Jan 2015–Feb 2017

Planned and presented workshops to teach students the basics of HTML/ CSS, as well as basic design principles. Students came from all different academic backgrounds, including design, computer science, and humanities.

Skills

Design

User Experience, User Interface, Data Visualization, Iconography, Branding, Illustration

Programs

Photoshop, Illustrator, InDesign, Figma, Sketch, Keynote, Principle, InVision, Unity (basic), Blender (basic)

Programming Languages

HTML/CSS, Javascript (basic)