ZACHARY DEOCADIZ-SMITH

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EXPERIENCE

WITHIN | DESIGNER | 2017 - PRESENT

Wonderscope
An AR storytelling app for kids that gets them to read out loud to make stories come to life. Won a BAFTA Children's Award in 2019, a Kids Screen Award for Best Learning App in 2020, and was featured as the App of the Day in the App Store. Led the design of all the flat 2D UI, including the update to the story carousel. Contributed to the design of the core story experience, including the onboarding and the core game mechanics. Prepared design assets for use in Unity.

Supernatural
A VR fitness app on the Oculus Quest. Was the main designer for the UX on both the Oculus Quest menu system and the mobile companion app, as well as the interaction of the two platforms. Led the UI design for the mobile companion app. Was in charge of all design system documentation and iconography.

Within 360°
A VR app on all platforms, including web, mobile, and 6dof VR, that allows users to download and stream 360° videos. Led the redesign of both website and mobile apps to add categories facilitating easier navigation of the 360° video library.

Lambchild Superstar
A fun VR music making experience where the player is a lamb using instruments powered by various animals. Premiered at Tribeca 2018. Designed UI for the help screens.

OCULUS | PRODUCT DESIGNER, CONTINGENT WORKER THROUGH PROUNLIMITED | 2019

Worked with product managers and engineers remotely to design UI and UX in Sketch for Oculus Media Studio, a service that allows creators to easily share their work on the Oculus platform.

WEEBLY | PRODUCT DESIGN INTERN | 2016

Designed web interfaces for e-commerce products using design style guide framework elements. Created illustrations in line with style guidelines. Participated in user research and testing.

SKILLS

PROGRAMS
Adobe CC [Photoshop, Illustrator, InDesign, XD], Affinity Suite [Photo, Designer, Publisher], Figma, Sketch, Principle, InVision, Keynote, Protopie, Unity, Blender

CODING
HTML5, CSS, C# (for Unity)

EDUCATION

RHODE ISLAND SCHOOL OF DESIGN | 2017
BFA Graphic Design
Concentration in Media, Culture, and Technology Studies

BROWN UNIVERSITY | 2015
Select courses in Computer Science, including CS1300: User Interfaces and User Experiences

AWARDS

IGDA NEXT GEN LEADER | 2020
A highly competitive program for people with 3-10 years of experience to help retain and support diverse talent within the gaming and VR industries.

FRIENDSHIP GARDEN, GAYMERX, AND I NEED DIVERSE GAMES GDC SCHOLARSHIPS | 2020