Zach Deocadiz is a designer who dreams about creating more inclusive virtual worlds

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WORK EXPERIENCE

JAN 2023-PRESENT - SENIOR VR DESIGNER - WAVEXR
Designed show controls, performer experience, and attendee experience for virtual concerts in VR and MR from ideation and prototyping through to product and show launches. Created wireframes, interaction design specs, and worked with engineers to create and evaluate Unreal Engine 5 prototypes

2019-PRESENT - FREELANCE PRODUCT DESIGNER
Worked with Oculus, Maloka, startups, and indie game studios to create product UX and game design audits, make wireframes and prototypes, and generate final UI designs.
- Oculus Media Studio (through ProUnlimited) - generated product design wireframes and workflows to enable VR 360° video creators to easily share their work
- Maloka - UX and game design audit of a VR and mobile meditation app with recommendations and best practices
- Studio Tilia - created wireframes and UI design for vertical slice of their indie game, Iced Coffee, which helped them receive funding from the Netflix-sponsored Wings Elevate 2023 accelerator program

APR 2022-DEC 2022 - SENIOR PRODUCT DESIGNER - FITXR
Co-led design team—organized team rituals, mentored other designers, and advocated for design priorities. IC work included UX audits of features, user testing of designed UI components, and art directing photo shoots

NOV 2020-MAR 2022 - VR UI/UX DESIGNER - VICARIOUS SURGICAL
Designed the visual displays and control schemas for a robotic surgical device. Lead design of all digital UI systems on platforms such as VR, 3D screens, touchscreens, and 2D displays. Created prototypes in Unity and design systems in Figma. Design lead for user requirement definitions and other regulatory work.

MAY 2017-NOV 2020 - DESIGNER - WITHIN (SUPERNATURAL, WONDERSCOPE, WITHIN 360°, LAMBCHILD SUPERSTAR)
Led cross-platform UX design for Supernatural, a VR fitness app. Designed UX and visual design experiences for VR (Unity), mobile, web, and print, with cross-platform interactions. Worked throughout a full product life cycle, from ideation and prototyping through to design hand-off and design system documentation. Diversity reader for narrative-based projects. Advocated for diversity and inclusion when designing user journeys and defining product features.

PERSONAL AWARDS

2020-2022 - IGDA FOUNDATION NEXT GEN LEADER
A competitive program run by the International Game Developers Association Foundation to support experienced games industry professionals with career growth training

2021 - OCULUS LAUNCH PAD
Support and training for emerging leaders in VR by Meta

INDEPENDENT RESEARCH

2023 - Social VR & Gender Exploration: An open survey of VR users who have explored gender identity and expression in social VR apps

CONFERENCE PAPERS

Ji Won Chung, Xiyu Jenny Fu, **Zachary Deocadiz-Smith**, Malte F Jung, and Jeff Huang. 2023. Negotiating Dyadic Interactions through the Lens of Augmented Reality Glasses. In Proceedings of the 2023 ACM Designing Interactive Systems Conference (DIS '23). Association for Computing Machinery, New York, NY, USA, 493–508. https://doi.org/10.1145/3563657.3595967

EDUCATION

BFA Graphic Design, Concentration in Media, Technology, and Cultural Studies - Rhode Island School of Design - 2013-2017

Select Courses - Brown University - 2015 Computer Science courses including CS1300: UI and UX

XR Foundations Designer - XR Terra - 2022 Certification for building VR prototypes in Unity

Zach Deocadiz

ACADEMIC GUEST LECTURES

2023 – DESIGNING EQUITABLE VR EXPERIENCES
Northeastern university, Games@Northeastern Speaker Series

2023 – DESIGNING FOR AR
Rhode Island School of Design, RISD Alumni Labs – Augmented Reality: Creation & Application in Art, Design, and Beyond (Mattia Casalegno)

2022 – DESIGNING FOR IMMERSIVE MEDIA
Brown University, CS1300 User Interfaces and User Experience (Jeff Huang)

2022 – BUILDING AN EQUITABLE XR ECOSYSTEM
University of Oregon, School of Journalism and Communication, XR For Social Change (Danny Pimentel)

2021 – SOCIAL VR AND THE DESIGN PROCESS
University of Nebraska-Lincoln, EMAR 291 Special Topics in Emerging Media Arts (Anna Henson)

2020 – IN DEFENSE OF BAD DESIGN
University of California, Department of Media Arts – DMA 161 Network Media (Chris Cuellar)

PUBLISHED WRITING

2023 – VIRTUALITY AS BECOMING – Container Magazine
2019 – IDENTITY AND COMMUNITY IN VIRTUAL REALITY – Virtual Reality Pop
2019 – HOW TO DESIGN SOCIAL VR SPACES – Virtual Reality Pop
2019 – THE INTERNET SAVED MY LIFE – Urgency Reader

VOLUNTEERING

2023-PRESENT – ALL TECH IS HUMAN – RESPONSIBLE TECH GUIDE WORKING GROUP
Collaborated to a group resource to introduce tech workers to concepts and references related to responsible tech topics

2021-2023 – OUT IN TECH U
Out in Tech U's Mentorship Program pairs LGBTQ+ youth aged 17-24 with tech professionals from Out in Tech's membership. Mentored 4 mentees over the course of 4 mentorship seasons, each lasting 9 weeks long. Worked with them on design skills, career goal setting, and presentation skills

2022 – LIMIT BREAK
Limit Break is a mentorship program aimed at underrepresented people working in the UK games industry. Mentored 2 mentees over the course of 6 months on a range of topics including game design, UI design, and navigating the VR industry

PROJECT AWARDS

SUPERNATURAL
Product designer
2023 – Webby Awards – Metaverse, Immersive & Virtual, Best VR Headset Experience

WONDERSCOPE
Product designer, interaction designer, UX research, diversity reader
2019 – BAFTA Children's Award – Digital
2020 – Kid Screen Award – Best Learning App
2020 – App Store – App of the Day

LAMBCHILD SUPERSTAR
UI, tutorial design
2018 – Tribeca Film Festival

CHORUS
Exhibition design, design feedback
2018 – Sundance Film Festival New Frontier

PATENTS

Khalifa, S. Sachs, A. Cattafe, M. Aronson, T. **Deocadiz-Smith, Z.** 2022. Systems and Methods for Controlling a Surgical Robotic Assembly in an Internal Body Cavity (U.S. Provisional Patent Application No. 63/193,296). U.S. Patent and Trademark Office.

SKILLS

PROGRAMS
Adobe CC [Photoshop, Illustrator, InDesign, XD], Affinity Suite [Photo Designer, Publisher], Figma, Sketch, Principle, InVision, Keynote, Protopie, Unity, Unreal Engine 5, Blender

CODING
HTML, CSS, C# (Unity), Blueprints (UE5)