Dr. Lorraine Lin, Ph.D.

AR and VR UX Designer

lorrainelin.com • https://www.linkedin.com/in/lorrainelinphd • hello@lorrainelin.com • Austin, TX • Remote/Hybrid

SKILLS + TOOLS

XR Design • UI/UX Design • Research and Interaction Design • Jira/Confluence • Prototyping • User Testing • HTML • Storyboarding • Unity 3D • Autodesk Maya • Figma • Substance 3D Designer • Git • Adobe Creative Suite

EDUCATION
+ **Doctor of Philosophy** • PhD, Human-Centered Computing • Clemson University • 2012 - 2019
+ **Bachelor of Science (B.S.)** • Computer Science • Mississippi State University • 2008 - 2012

EXPERIENCES

Product Designer at Sam's Club from May 2023 to January 2024
+ Expertly drafted and designed 2 internal XR applications with 3-person teams in 6 months to provide delightful experiences for Sam's Club members and increase stocking efficiency for merchants
+ Worked closely with 10-person Network32 Engineering Team to rapidly prototype applications that innovate and test users' expectations for retail technology and spatial computing
+ Led documentation of applications provided to leadership to quickly assess progress; assisted in conducting research and 2D+3D asset creation so Network32 could produce apps entirely in-house

Senior Mixed Reality UX Designer at Fusion Constructive from February 2022 to December 2022 in Austin, TX
+ Trailblazed pipeline to incorporate AR and VR UI/UX capabilities into Fusion X, a product advancing military operations for federal U.S. government initiatives; independently set up MRTK integration for Unity 3D
+ Collaborated with 12-person Engineering Team for smooth design-to-engineering handoff
+ Created style guide to further consistent design practices and internal adoption; crafted necessary functions such as client-asset organization and cross-platform XR multiplayer voice conferencing UI/UX

AR Level Designer at RoofStacks Inc. from March 2020 to July 2021 in Austin, TX
+ Spearheaded pipeline-to-process assets from acquisition of Art Team 3D models, to polishing environment layouts and implementing scripts with 5-person Development Team, to user testing on-site in Harput, Turkey to eventual launch on mobile (Android and iOS)
+ Worked with international teams to create augmented reality environments and character interactions that overlay real-world locations for immersive product experience
+ Wrote accessible documentation for new user orientation while training two junior developers
+ Troubleshot and corrected animations and general errors, ensuring the final layout's usability

3D Designer at Savvy Sine from August 2019 to March 2020
+ Produced storyboard and concept art, including a secret laboratory ecosystem made from Maya; applied visual storytelling expertise to design organic environmental flow and puzzle progression for an educational game engaging college students in learning statistics and research methods
+ Assembled and iteratively refined interactive elements and playful, visually appealing levels with Unity 3D in close collaboration with developers

VR Designer and Research Scientist at Clemson University from April 2017 to May 2019
+ Directed and designed VR mechanics, narratives, and environments for research applications with flexible assets, enabling Meta Research to conduct multiple future usability studies
+ Conducted design research with playtest sessions with prospective users focusing on self-avatar appearance and the virtual hand illusion
+ Published results for Meta from high level generative studies, generative interviews, and surveys contributing to improved adapted experience with the application's virtual avatars