

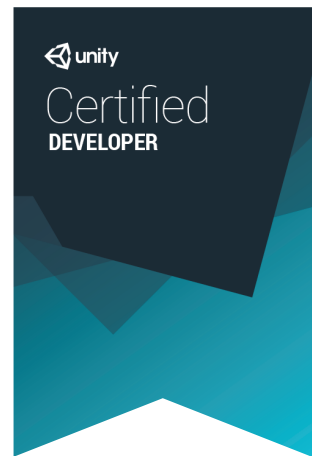
Eric Fiscus

Unity Certified Developer

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Summary

A Senior Software Engineer with over ten years of professional experience with designing, developing, testing, and shipping applications for desktop, console, mobile, and more. Skills equally balanced between design / dev / animation.

Experience

Software Design Engineer 4 - Xbox

August 2015 - February 2017

- Collaborating with design teams and engineering teams to ensure the highest fidelity execution of design intent and user experience on Xbox console.
- Design and Drive implementation of prototypes, mock ups, and usability studies.
- Understand customer needs and motivations and integrates them into product design to contribute to user features and functionality.
- Prototyping next year's Xbox console (Scorpio) and planning for immersive mixed reality experiences.

Design Engineer - Nytec

July 2014 - May 2015

Creating amazing user experiences for a variety of hardware-software integrated products using a variety of technologies including Bluetooth, Kinect, Arduino Duo, WPF, XAML, C#, HTML5, and CSS.

Multimedia Design Engineer - Zetron

October 2011 - April 2014

Making touch screen apps for 911 Call-Taking & Dispatch. UX / UI / Design / Animation / 3D.

UX / UI Designer & Animator - Microsoft Retail Store

January 2011 - July 2011

Pushing the limits of Video Wall to display interactive content that is driven by phone / Kinect input.

UX / UI Designer & Rapid Prototyper - Microsoft Hardware

May 2005 - April 2010

Creating prototypes of hardware and software experiences with Flash, WPF & Silverlight.

Skills

Rapid Prototyping
User Experience Design
Software Engineering
Motion Graphics
3D Modeling

Unity
Visual Studio
XAML / C#
HTML / CSS
Javascript

After Effects
Photoshop
Illustrator
Keyshot
Sketch

Cinema 4D
Augmented Reality
Virtual Reality
Mixed Reality
Immersive Experiences