
ERIC FISCUS



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SKILLS

Unity • C# • Mixed Reality • MRTK
Cinema 4D • Adobe Creative Cloud
Design Thinking • Prototyping
HTML • CSS • Javascript • React


CERTIFICATION



CERTIFIED
EXPERT



EXPERIENCE

 **TECHNICAL DESIGNER @ MICROSOFT (INCUBATION)**
July 2019 – July 2020


Working on a top secret Hololens 2 incubation project that was paused due to Covid-19 (but will be picked up in the future). Features included hand menus, body locked user interfaces, data in context, digital twin, azure spatial anchors, surface magnetism, and 3D responsive UI.

 **TECHNICAL DESIGNER @ MICROSOFT (REMOTE ASSIST)**
July 2018 – July 2019


Working as both a Tech Designer and Tech Artist for Hololens product in market. Designing and prototyping features for the next release including proximity engine, spatial annotations, text chat, UGUI menus, enhanced scrolling (super scroll), voice interactions, and body locked user interfaces.

 **SENIOR PROTOTYPER @ MICROSOFT (FLUENT DESIGN)**
August 2017 – July 2018

Hand crafting Fluent experiences for Desktop / Xbox / Mixed Reality. Inventing design tools and features for Windows OS, including projected shadow system across all windows devices.

 **SOFTWARE ENGINEER @ MICROSOFT (XBOX)**
August 2015 – February 2017

Working on Xbox console dashboard in XAML and C#. Creating concept videos and prototypes of advanced features for Xbox Scorpio. Prototyping Xbox VR with 2.5D XAML and Windows Composition.

 **DESIGN ENGINEER @ NYTEC**
July 2014 – May 2015

Design and proof-of-concept for a startup that created a smart treadmill system that features Kinect body tracking, heart rate monitoring, and dynamic workout algorithm prescribed by sports doctors and scientists.

 **MULTIMEDIA DESIGN ENGINEER @ ZETRON**
October 2011 – April 2014

Making graphics, icons, and animations for 911 Call-Taking and Dispatch applications. Creating concept videos, tradeshow videos, and other 3D assets for marketing purposes. Designed several company T-shirts for team building, morale events and tradeshows.

EDUCATION

