

Joey Fonacier

virtual reality & interaction design

516-298-5200

joey.fonacier@gmail.com

UXdesignVR.com

linkedin.com/in/jfonVR

I'm a UX designer, architect, and 3D artist who utilizes a unique hybrid of coding, design thinking, 3D animation, and architectural design to tackle the ambitious and ambiguous problem of designing intuitive VR & AR experiences in a new medium with few precedents.

EDUCATION

Santa Monica College

Interaction Design
Anticipated 2022

Gnomon School of VFX

Animation and VFX
2009-2011

Columbia University

Urban Design
2005-2006

Syracuse University

Architecture
2000-2005

SKILLS

VR/AR

Unreal Engine
Unity
C++, C#

UX

Adobe xD
Figma

3D

3DMax, Maya
V-Ray, Corona
Substance
MaxScript
Quixel

2D

Photoshop
Illustrator
AutoCAD
Premier
AfterEffects

RESEARCH

Prototyping
User testing
Survey writing
Quantitative analysis
Qualitative analysis

WORK EXPERIENCE

Virtual reality designer | 1dash1 vr 2016 - Present

- Designed and delivered virtual reality experiences for real estate developers and product manufacturers.
- Conducted user and stakeholder interviews to identify and propose VR solutions that would help each client.
- Collaborated with software engineer to design, user test and iterate prototypes for an in-store VR experience that allowed customers to design a bathroom and order products from the client's showroom.

3D Artist | Freelance 2009 - Present

- Produced 3D visualizations and VR tours for architecture, interior design, construction and real estate.
- 3D modeling, texturing, lighting, rigging, animation for film, commercials, movies apps and games.
- Clients include SOM, Gensler, Westfield Malls, Rottet Studios, The Mill, Sony Santa Monica.

Head of 3D Visualization | SOM 2006 - 2009

- Skidmore, Owings and Merrill (SOM) Los Angeles office.
- Coordinated a staff of 3D artist to collaborate with architects to produce renderings for client presentations and publication.
- Developed standards and best practices for 3D production.

PROJECTS

Agenda | IxD Studio & Product Design, Santa Monica College, 2021

- Conceptualized, designed and prototyped a product to help remote workers manage their attention and daily goals.
- Designed an end-to-end experience of how the product would integrate with the users workflow and other devices.
- Created high-resolution virtual reality prototypes to test affordance, feedback, user interaction and industrial design of the product.

Go Griffith | IxD Studio, Santa Monica College, 2020

- Conducted interviews to conceptualize an app that allowed users to see how crowded parts of Griffith Park are during COVID.
- Utilized quantitative data from over 100 survey responses to understand what types of data visualization users find most useful.
- Created animations, storyboards and prototypes to succinctly articulate and present our proposed solution to stakeholders.