

I'MDESIGNER

Senior Product Designer

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EXPERIENCE

Axon

May 2024 – Jul 2026

VR Design Consultant

- Drove creative direction for Design System 2.0 across Axon's VR training platform and its tablet companion app: **80+** components and standards now used by 2 product teams.
- Anchored the system's UI tooling track, evaluated tools like Noesis, and co-built the Figma-to-Unity pipeline in Cursor, letting all 5 designers ship UI to the engine (prototypes: **3+ days to same-day**).
- Vetted **8+** AI tools for art production and prototyping (Claude, Cursor, Figma Make, Framer, InvokeAI, ComfyUI) and wrote the prompt-engineering standards for the 5-person design team to work from.
- Established a new illustration and motion style suited to VR hardware limits and spatial legibility, and led production of **100+** video and visual assets across both apps.
- Piloted a ComfyUI motion-capture pipeline fed by in-house reference footage, and produced **5** CG-style video tutorials on VR headset handling in **2 weeks**, without needing dedicated modelers or animators.
- Prototyped and iterated alongside PM, engineering, and customer success, then tested concepts with users to settle design questions before they reached the roadmap.

Microsoft

Jan 2020 – Sep 2023

Product Designer

- Designed AR/VR mission-planning UX for IVAS, part of the U.S. Army's **\$21.9B** program slated for **120K** devices, and grounded the interaction patterns in field research with soldiers.
- Owned the IVAS HUD end to end as its sole designer for **a year**, and kept planned features shipping on the legacy system with no added engineering support.
- Pitched a HUD design system to leadership and built it out to **70+** Unity components across 4 feature areas. UI bugs dropped roughly **30%**, and its foundations survived the program's move to Anduril.
- Shaped Mesh's early visual identity, and set up and documented the UI asset-generation pipelines for Avatars and Marketplace in Microsoft Teams.
- Expanded the Mesh Coins virtual currency from Marketplace into new AltspaceVR commerce features.

Bungie

Nov 2013 – Jan 2020

Sr. Visual Designer

Sep 2015 – Jan 2020

- Led feature vision and execution for the Destiny 2 Season Pass, which brought in **\$3.4M** in its first season from a player base of **30M+**.
- Promoted **3 times** in 4+ years, from Associate up through Senior/Manager, while training and mentoring 2 junior designers and shipping **800+** icons and UI assets across Destiny 1 and 2.

Technical Artist

Nov 2013 – Nov 2015

- Produced print and merchandising design for Destiny's **\$500M** day-one launch: art books, strategy guides, toy packaging, box art (Adobe CC), and 3D marketing renders (Maya, 3ds Max, Cinema 4D).

SKILLS & TOOLS

Skills UX & Product Design · Design Systems · AR/VR & Spatial Design · Visual & Motion Design · Illustration · 3D Generalist · Prototyping · User Research & Testing · Prompt Engineering

Tools Figma · Figma Make · Framer · Cursor · Claude · Unity · Adobe CC · InvokeAI · ComfyUI · Maya · 3ds Max · Cinema 4D

EDUCATION

DigiPen Institute of Technology, Bachelor of Fine Arts