

ADRIENNE HUNTER

adrienne@hunterux.com
HunterUX.com

DESIGN & COMMUNICATION

User research, UX strategy, user journeys, personas, interaction design, visual & motion design, wireframes, prototyping, north star/blue sky concepts

TECHNICAL SKILLS

Illustrator / Photoshop, Unity 5.x (C#), NewtonVR, prototyping tools (Sketch, Invision, etc), HTML/CSS & SASS, Javascript, jQuery, adaptive & responsive web, iOS mobile

EXTRA CREDIT

Regular contributor to Virtual Reality Pop, writer of VR design tutorials, and the occasional low-key speaking engagement.

EXPERIENCE DESIGN DIRECTOR

Osso VR
October 2016 – Present

Building a surgical simulation training platform. Leading the design of realistic hands-on interactions and immersive UX best practices.

** GTC 2016 award, EdSim Challenge finalist, MedTech Innovator finalist*

FOUNDER

Tomorrow Today Labs
August 2015 – Present

Working on experimental VR, research and interaction design in my spare time. Made NewtonVR, an open-source physics-based interaction system for Unity that supports both Oculus SDK and SteamVR.

UX DESIGNER

Avvo
March 2015 – September 2016

Ecommerce design lead, responsible for Avvo's mobile-first storefront from tip to tail: UX strategy, user personas, wireframes, and rapid prototyping.

** 2016 Tech Impact Award winner (Consumer/Retail)*

DESIGN CONSULTANT

Various Clients
October 2014 – September 2016

VR product gun-for-hire on multiple VR projects: user research, UX strategy, interaction design & UI design. Clients included VREAL and Envelop VR.

** Work featured at NVIDIA GTC 2016*

UX DESIGNER

VR Ebola Training Project
October 2014 – January 2015

Designer of virtual reality training simulation for frontline Ebola healthcare workers overseas.

** Shown at CES 2015 & featured on The Economist, NPR, and GeekWire*

UX DESIGNER

Readable
September 2014 – January 2015

Designed and delivered concept prototype for a Kindle app that dynamically adjusts the reading difficulty of books as kids read to match their abilities.

** 1st place winner at Seattle Startup Weekend*

CO-FOUNDER, DESIGNER

Boulder Defends
January 2014 – November 2014

Led design for indie game development studio based in Seattle. Game design, UX and interaction design on unreleased PC game title.

** Exhibitor at Seattle Indie Expo 2014*

B.A. LINGUISTICS

University of Washington
January 2008 – June 2011

Dean's list student, women's rugby club (weak-side wing).