

Marcus Ghaly

Senior 3D Interaction Designer

Contact

design@homemadepixels.com

206.235.2914

www.homemadepixels.com

Skillset

Design | 3D & Holographic UX, Low to Hi-Fi Prototyping, Video Prototyping, User Research, User Testing, User-Centered & Participatory Design

Art | Maya, Photoshop, Illustrator, Unity, Unreal

Dev | Processing, Arduino & Physical Computing, HTML & CSS

Education

Bachelor of Arts | University of Washington | Interdisciplinary Visual Arts | 2003

Masters of Science | Malmö University | Interaction Design | 2012

About Me

I've spent the last five+ years doing holographic UX and R&D because I want to help build the future, and this is my way of doing it.

References

Cameron Brown
310.699.5923
Former Manager, Microsoft

Corey Dangel
206.355.6682
Former Art Director, Sony

Mark Duncan
206.409.9468
Former Manager, Sony

Doug Vanhorne
425.417.9478
Former Manager, Sony

Jim Millar
206.384.0891
Former Manager, GPG

Leigh Kellogg
206.719.3380
Former Manager, Microsoft

Senior Interaction Designer

Microsoft | HoloLens | 2013 - 2019

Far Future Incubation - HoloLens

- Prototyped concepts & evaluated technologies to provide Points of View that drove business decisions for hardware, software, platform features, & business processes
- Created exec-demos, videos, & research presentations as design outputs per project
- Led multidisciplinary teams to explore the design space & form Points of View & recommendations
- Conducted user interviews, user testing, & five-phases of design research

Far Future Incubation - Edge

- Prototyped to establish & evaluate design concepts, mental models, ergonomics, & interactions
- Conducted user interviews, user testing, & five-phases of design research

HoloStudio - HoloLens

- Brought HoloStudio from concept phase, through research, pre-production, production, & ship
- Owned HoloStudio's input model including Gesture, Gaze, & Voice
- Owned interaction models & UX consistency for most of the tools, modes, & dialogs
- Created exec-demos & presentations, feature specs, user research tests, time estimates, & bug lists
- Created countless prototypes at all fidelity levels, with / without dev support, to propose & evaluate design concepts, interaction models, input paradigms, & conducted hundreds of hours of UR
- Led multidisciplinary teams through ideation, prototyping, evaluation, & presentation to leadership

Senior Interaction Designer

IdentityMine | Design Consultancy | 2012 - 2013

- Developed user experiences, prototypes, & presentations to address client needs
- Created wireframes & Information Architecture for experiences on kiosks, Smart Glass, Windows 8, Kinect based 3D Apps, & touchscreens of all kinds
- Created prototypes at all fidelity levels - paper, video, rendered stills, animations, & basic coding
- Coordinated projects with producers & devs to establish requirements, feasibility, course corrections, meet deadlines & client expectations
- Created asset lists, time estimates, feature lists, pitch presentations & ran brainstorms

Interaction Designer

TAT / RIM Blackberry | Master's Thesis Project | 2012

- Conducted numerous user interviews & user testing at each stage of the design process
- Created prototypes at all fidelity levels - low-fi, hi-fi, video, mockups, & hi-fi code prototypes

3D Artist / Senior Artist / Environment Co-Lead

Sony Online Entertainment | The Agency | 2006-2010

- Created props, buildings, lighting, interior & exterior environments, shaders, task lists, time estimates, built out levels, etc.
- Helped refine our pipeline, worked with devs to create, update, & revise tools
- Assigned to R&D team that developed our Tile-Set Editor for rapid level creation
- Reviewed outsourced work, had in-studio & on-site visits with outsource studios
- Promoted to Environment Co-Lead & led a small team to create levels, props, lighting, etc.

3D Artist / Technical Artist

Gas Powered Games | Supreme Commander, Space Siege | 2004-2006

- Created assets, animations, VFX, & worked with devs on pipeline, tools, shaders, & artist workflows

3D Artist

Microsoft Game Studios | Mythica | 2003-2004