

BARNABAS LEE

XR PRODUCT DESIGNER

VIRTUAL REALITY | AUGMENTED REALITY | 3D INTERACTIONS | SPATIAL UX/UI

CONTACT

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SKILLS

Unity 3D
Substance Painter
CLO 3D
Blender
HLSL
Microsoft Suite
Figma
Adobe Suite:
Photoshop
Illustrator
Substance Designer

EDUCATION

2015
Parsons The New School
Design (BFA)

2019
General Assembly
UX Design

2021
XR Terra
XR AR/VR Design

AWARDS:

*Winner: Best 3DUI
IEEE VR 2024 Virtual Reality
& 3D User Interfaces
"Will The Apple Fall? A VR
Gravity Calculator Through
Controller Movement and
Gaze Interaction"*

*MIT Reality Hack 2022:
VR Alzheimers Experience
Semi-Finalist*

EXPERIENCE

DEALPLAY - XR VR/AR Product Designer

New York, NY/Remote | 2024 - Present

- Designed AR/VR/MR based training modules for desired learning outcomes
- Designed interactions, visuals and spatial user interfaces
- Ideated XR concepts to onboard various users to novel interface interactions

FREELANCE - UX Designer XR VR/AR Experiences

New York, NY/Remote | 2020 - 2024

- Designer, consultant, UX/UI interaction prototyper for XR/MR/VR/AR experiences
- UX/interaction design for world space UI mixed reality experiences.
- Consultant and experience designer for start-up VR desktop application
- Mapped user flows, ideated novel interactions and prototyped VR education/training modules

TRIBECA FESTIVAL - Immersive XR/Games Manager

New York, NY | 2022

- Managed a team to support multiple location based, exhibition style setups for immersive media and games.
- Experiences included VR, AR, mobile, audio, and 360 Film experiences. Utilizing a wide variety of hardware and headsets.

DIGITAL PRECEPT - Interaction Design PC/VR Game

Remote | 2021

- Ideated interactions for asymmetric VR/PC gameplay; PC and VR
- Designed interactions involving cross platform co-op play between PC and VR user.
- Designed and prototyped worldspace spatial menu system for VR player to maintain immersion utilizing existing gameplay mechanics

MACYS - 3D Designer

New York, NY | 2019 - 2020

- Research and development for launch of a new private label experience for Macys home textiles division.
- Pilot user of 3D software for application of 3D in product development pipeline, including design development, virtual sampling, online experiences and setting up 3D workflows.