Marcel Ray / Design Technologist

mr@marcelray.com ▪ www.marcelray.com

SUMMARY

Design-minded technologist focused on building prototypes and design tools as part of the product development process, with a particular emphasis on OEM device interfaces, smart environments and virtual/augmented reality experiences.

An eager and active participant in all stages of a project cycle—from ideation and needs assessment to design and development. Applauded by former coworkers for positive, collaborative attitude and for adding smiles to the office space with corny jokes.

SKILLS + TOOLS

Unity 3D, Unreal Engine 4 + Blueprints, Leap Motion, C#/.NET, JavaScript (Node, jQuery, Angular, React), SCSS/SASS, PhoneGap/Cordova, Arduino, socket communication, UX design and testing, design/motion integration, electronics prototyping.

EXPERIENCE

AR/VR Design Prototyper
Oculus Research ▪ Redmond, WA ▪ Jan 2018 to Present

Defining, prototyping and testing multi-modal interactions for augmented and virtual reality. Platforms include internally-developed tech as well as off-the-shelf AR and VR platforms like Microsoft HoloLens, Oculus Rift, Leap Motion, Unity 3D and Unreal Engine 4.

Technical Consultant, Contractor
(Various) ▪ Seattle, WA ▪ Nov 2015 to Dec 2017

Provided interactive development, prototyping, and/or technical guidance for various startups and large organizations including Microsoft, T-Mobile and The Audubon Society.

Design Technologist
Amazon Go ▪ Seattle, WA ▪ Aug 2014 to Oct 2015

Spearheaded the design technology program for Amazon's innovative physical retail concept centered around a checkout-free shopping experience. Established rapid prototyping and "Wizard of Oz" environment simulation as invaluable mediums for design exploration and high fidelity testing of experiences that weren't yet technically possible. Collaborated regularly with VPs, researchers, engineers and other senior level members in influencing project direction.

Design Prototyper
Microsoft Connected Car, Microsoft Band ▪ Redmond, WA ▪ Sept 2012 to Jul 2014

Collaborated with researchers and designers on the design and implementation of visual and UI flow explorations for cutting-edge consumer products. Rapidly developed high fidelity, end-to-end prototypes which were critical for formal usability testing as well as presentations to senior-leadership and corporate partners.

Interactive Developer & Technology Lead
Belle & Wissell ▪ Seattle, WA ▪ Jun 2010 to Aug 2012

Oversaw technical direction and managed development resources for building rich interactive exhibits and installations for nationally and internationally recognized museums and environments. Interfaced with clients and their technical staffs, architected a kiosk development kit and researched emerging technologies.

API Designer
Nintendo of America ▪ Redmond, WA ▪ Mar 2009 to Dec 2009

Designed the official Flash-Lite API for content providers and partners (including the BBC) to build custom apps with video playback for the Nintendo Wii.

Interactive Developer
Smashing Ideas, Inc. ▪ Seattle, WA ▪ Mar 2006 to Oct 2007

Camera Interface Developer
Eastman Kodak ▪ Rochester, NY ▪ Dec 2004 to Feb 2006

Interactive Developer & Designer
Buck & Pulleyn ▪ Pittsford, NY ▪ Aug 2004 to Dec 2004

Interactive Developer
Element K ▪ Rochester, NY ▪ Oct 2003 to Jul 2004

EDUCATION

B.S. in New Media: Interactive Development
Rochester Institute of Technology ▪ Rochester, NY ▪ May 2003