

DILLON BAKER

User Experience Designer

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WORK EXPERIENCE

UW + HONEYWELL

Oct 2016 – Present

HOLOGRAPHIC UX DESIGNER

Working in tandem with UW and Honeywell to create Hololens-supplemented AR flight deck interfaces for commercial pilots. As part of a 10 person team, my role includes design research, concept development, sketching, and Hololens prototyping.

MICROSOFT

June – Sept 2016

XBOX UX DESIGN INTERN

Worked on multiple projects within the Xbox UX Design team, focusing both on inclusive design and expanding the Xbox ecosystem. Collaborated with fellow designers, researchers, engineers, managers, software developers, and directors throughout the duration of my internship.

CENTERED

March – August 2014

LEAD DESIGNER

Worked in visual design for the video-based ministry organization Centered. Projects included logo design, business card design, and web design. (centered.org)

ADDITIONAL EXPERIENCE

UW + NASA JPL

Jan - Present

HUMAN INTERFACE DESIGNER

Selected as one of three UW design students to pair with NASA to develop AR/VR design concepts for the Mars 2020 Rover mission. Project work will involve creating mixed reality data visualization and user interfaces to enhance geographical analysis.

UW HYPERLOOP

Oct 2016 – Present

UX DESIGNER

Working in collaboration with SpaceX and the UW Hyperloop team to build a revolutionary high speed transportation system. As one of five UX designers on the team, my project work focuses on interior design and augmented reality interface design. (hyperloop.io)

17th AVE HOUSE

Sept 2014 – June 2015

OFFICER

Voted into a leadership position in my former college fraternity. As part of a group of 10 house leaders, my role included leading weekly group meetings, making executive decisions, mentoring younger housemates, fostering local community, and planning house events.

EDUCATION

UNIVERSITY OF WASHINGTON

BDes in Interaction Design
Expected June 2017

TECHNICAL SKILLS

INTERFACE DESIGN

Quartz Composer
Adobe CC
Framer
Invision

CODING

Processing—Data Visualization
Java, Python
Arduino
C Sharp (Basic)

3D DESIGN

Solidworks, Rhino, Blender
Keyshot, C4D, AE—Rendering & Animation
Technical 3D Drawing
Digital Sketch Rendering
3D Print Design
Fritzing—PCB Fabrication
Woodworking
Physical Computing/Circuitry
Unity—AR Hologram Development

REFERENCES

RITA YU

UX Designer II, Microsoft
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AXEL ROESLER

IxD Professor, University of Washington
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