# Erfan Dastournejad

Interaction Designer | XR Specialist

Erfan.Dastournejad@gmail.com
Portfolio: www.Dastournejad.com
(425) 207 6596

## Summary:

- +10 years of experience working in industry and academia as a XR specialist with a focus on human-computer interaction design.
- Experienced working with major players in the AR/VR field on speculative and recursive R&Ds.
- Experienced in working with multi-disciplinary teams, engineers, doctors, educators, etc.
- Expert in concept-communication within different teams, using rapid prototyping methods and participatory designs.

## Tools/ Skills:

C# coding, Working knowledge of Mixed-reality libraries.
Interaction Design, research, and development of XR concepts.
3D modeling, 2D/3D animating, Rigging/Technical Simulation.
Illustration, texture/shader design between game engines and
Procedural design tools.
Lo-fi & Hi-fi Prototyping, Usability/Accessibility testing.

## EDUCATION

**University of Washington**
Master of Design. Expecting Graduation  2022
Bachelor of Design, Interaction Design. Spring 2020

## EXPERIENCE

**University of Washington | XR Prototyper**
Jan 2021 - Present
Prototyping a mobile AR experience in collaboration with The
National Archives at Seattle, under the guidance of Prof. C. Bodle
and Dr. A. Borsuk.
 _ Low fidelity prototyping to generate ideas that work with XR
 _ Development visual language/ guidelines.
 _ Network and multi-user prototyping (High fidelity)
 _ Development of an MVP (Beta) and documentation for future
researches.

### University of Washington | Teaching Assistant
Sep 2020 - Jan 2021

As a member of the teaching team, I am involved in conducting discussions and helping students with the course material. Also, I work on a series of animated shorts, focusing on mental health and healing process.
_ Conduction XR workshops to give students hands-on experience of mobile VR app development.
_ Story boarding and ideation process sessions with students.
_ Designing test projects and exams to evaluate student learning goals.

### Google Daydream | XR Researcher
Sep 2018–Aug 2020

R&D project to specify human motion libraries around affordances provided in XR environments.
_Rapid prototyping to test and communicate new conceptual ideas.
_Designing test environments/characters. 3D modeling, animating, voice acting, UI/UX designing and etc.
_Development of High fidelity speculative prototypes to showcase new ideas around human cognition and sensory explorations in mixed reality.

### Tosolini Productions| XR Designer
Jul 2018–Sep 2018

Production of high fidelity prototypes to explore new B2B concepts and ideas to utilize XR and other emerging technologies.
_Concept development and design of new scenarios in VR.
_Designing user journeys and storyboards
_3D/2D assets creation (Vehicles, environments, tools)
_Documenting and developing a learning/training course on mixed reality to be used by incoming designers.
_Video prototyping the developed ideas/stories to communicate new concepts for potential customers.

**Allen Institute of Artificial Intelligence| 3D Generalist**
Nov 2017–Apr 2018
Contract work to design a 3D environment representing a living space
for a deep learning agent to trial and learn specific tasks.
 _Designing a customizable 3D apartment floor to be able to regenerate
random new plans for 3D environments.
 _Interactive 3D furniture/assets with states-based animations.
 _Collaborating closely with software engineers to solidify project-specif-
ic interaction models.

**Paciolan/Comcast| 3D Generalist/VR Specialist**
Aug 2013–Sep 2017
3D modeling and rendering of actual-size sport and theater venues.
Technical support for Fan One and 3D seats ticketing systems.
 _3D modeling based on architectural and CE maps and measurements.
 _Highly detailed models up to the level of bolts under each seat cushion.
 _Shader development and render optimization for huge stadiums in VR.
 _Adaptation of a webGL VR viewing system in conjunction with their
older on-line ticketing platform.

**ACHIEVEMENTS**

**Unity Professional Artist Certificate (2021)**
**Seattle Indies Game Jam (2018)** Honorable Mention|Game Design
**Seattle VR/AR Hackathon (2018)** Honorable Mention|Visual Design
**Oregon Indie Film Festival (2017)** Nomination|Best Short animation
**UW Climate-change Contest (2015)** 2nd Place|Best Animation