

# ZACHARY DEOCADIZ

HTTP://DEOCADIZ.COM  
ZACH@DEOCADIZ.COM

## EXPERIENCE

### **Within // Designer // 2017–present**

Wonderscope, an AR storytelling app for kids

- In charge of all current UI/UX design for the core app experience
- In collaboration with the design group, created an onboarding and AR set up sequence
- Assists content team to evaluate stories, both for UX concerns and to consult on diversity issues
- Prepared all 2D assets for engineering handoff
- Designed all PR imagery and worked on branding

VR Projects

- UI/UX for a TBD VR project for the Oculus Quest
- UI/UX for a cancelled social VR project which allowed users to access 3dof and 6dof experiences

Other

- Redesigned core products, such as Within's website and mobile apps for viewing 360° content. Worked on both UI and UX
- Designed and installed an exhibition for the premiere of Chorus at Sundance New Frontiers 2018

### **Oculus // Product Designer, Contingent Worker through ProUnlimited // 2019–present**

All UI and UX work for Oculus Media Studio, a service that allows creators to easily share their work.

### **Brown University, Department of Computer Science // Teaching Assistant for CS1300: User Interfaces and User Experiences // 2016**

Led workshops and tutorials on design principles, design programs, and HTML/CSS for college students.

## COMMUNITY

### **AIHacks // Mentor // 2019**

Beginner-friendly, all-female, high school hackathon, aimed at introducing young women to tech. Mentored students in HTML/CSS and design, helped teams ideate, and helped set up project environments.

### **Hack@Brown // Design Team Lead and Mentor // 2015–2017**

Helped organize a hackathon aimed at encouraging people from underrepresented groups to explore tech. Beginner-focused. Mentored students in HTML/CSS and in design.

### **Queer Student Association at Rhode Island School of Design // President // 2015–2016**

Organized queer events, both social and educational, for students on campus.

## EDUCATION

**Rhode Island School of Design // BFA Graphic Design // 2017**  
Concentration in Media, Technology, and Cultural Studies. Graduated with Honors

**Brown University // Cross-enrollment // 2014–2015**  
Multiple computer science courses, including CS1300: User Interfaces and User Experiences

## PROJECTS

### **Taco Birb // Designer and Artist // 2019–present**

A VR game, based on the mechanics of Flappy Bird. Creating all visuals, including 3D and 2D assets

### **Untitled VR Project // Solo // 2019–present**

A story-based VR game, based around the stories of people who grew up in Hong Kong

## SKILLS

### **Programs**

Adobe CC (Photoshop, Illustrator, InDesign, XD, After Effects), Figma, Sketch, Principle, InVision, Keynote, Protopie, Unity, Blender, Maya

### **Coding**

HTML/CSS, Javascript (basic), C# (for Unity, basic), A-Frame