

// Tristan Dwyer

A highly adaptable designer and leader with strengths in product and interaction design, and a background in new technology.

I'm adept at solving complex challenges in new and nascent fields, by combining creativity and human-centered design processes.

In my experience both in-house and in design studios, I've led teams to create engaging experiences across autonomous vehicles, mobile, VR, AR, and physical spaces. I'm a designer at my core, but in my quest to bring experiences to life I've gained skills in adjacent

fields as a creative technologist, developer, and motion designer, with the ability to quickly prototype and pick up the tools needed to solve any problem.

I have a track record of taking on problems that have never been solved before and succeeding against substantial odds. Lastly, and most importantly, I'm curious by nature and constantly trying to better myself by widening my experience and knowledge.

// Experience

Director of Product Design & User Research

Motional / 2020 - current

Head of User Experience

Luminopia / 2017 - 2020

VP, Creative Technology

White Rhino / 2016 - 2017

Digital Experience Director

White Rhino / 2013 - 2016

Sr. Interactive and Motion Designer

Grove Marketing / 2013

Interactive and Motion Designer

SAC Designs / 2009 - 2013

UX, Interaction, and Motion Designer

Freelance / 2006 - 2021

Graphic Designer

Discovery Comm. / 2006 - 2009

// Education

Udemy and other online training

Unity3D, C#, Javascript, VR
Development, Cinema 4D, Blender
2016-2019

Bachelor of Science, Graphic Design

The New England Institute of Art
2003 - 2006

// Achievements

Led design of two products
from conception to clinical trials,
including FDA approval.

Multiple awards including MITX,
FWA, CSSDA, Awwwards and a
Webby Nominee

// Volunteering

CSS Design Awards

Judging Panel / 2015-2018

BostonVR Meetup Group

Assistant Organizer / 2016-2018

// Core Skills

Creative, Product, and User
Research Strategy
Team Building
User Centered Design
Ideation Workshops
User Flows and Wireframing
Paper and Digital Prototyping
Interactive 3D Development
UI/Visual Design
Storyboarding
Animation (video and UI)
Agile Design Processes

// Core Tools & Technical Skills

Figma/Sketch/Framer
Miro
Adobe Creative Suite
After Effects
Cinema 4D
Unity and C# (VR/AR)
Javascript, HTML, SASS/CSS
JIRA, SourceTree, GIT