

ERIC FISCUS



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SKILLS

Unity • C# • Mixed Reality • AR • VR

MRTK • ITK • OCUI • Spark AR

Cinema 4D • After Effects

CERTIFICATION



CERTIFIED
EXPERT



EXPERIENCE



PRODUCT DESIGN PROTOTYPER @ META (FRL)

January 2021 – Present

Designing, prototyping, and user testing experiences that define the future of how people interact with AR / VR content across all Meta product lines.



TECHNICAL DESIGNER @ MICROSOFT (INCUBATION)

July 2019 – July 2020

Working on a top secret HoloLens 2 incubation project that was paused due to Covid-19 (but will be picked up in the future). Features included hand menus, body locked user interfaces, data in context, digital twin, azure spatial anchors, surface magnetism, and 3D responsive UI.



TECHNICAL DESIGNER @ MICROSOFT (REMOTE ASSIST)

July 2018 – July 2019

Designing and prototyping features for holographic video calling including proximity engine, spatial annotations, text chat, UGUI menus, super scrolling, voice interactions, and body locked user interfaces.



SENIOR PROTOTYPER @ MICROSOFT (FLUENT DESIGN)

August 2017 – July 2018

Hand crafting Fluent experiences for Desktop / Xbox / Mixed Reality. Inventing design tools and features for Windows OS, including projected shadow system across all windows devices.



SOFTWARE ENGINEER @ MICROSOFT (XBOX)

August 2015 – February 2017

Working on Xbox console dashboard in XAML and C#. Creating concept videos and prototypes of advanced features for Xbox Scorpio. Prototyping Xbox VR with 2.5D XAML and Windows Composition.



DESIGN ENGINEER @ NYTEC

July 2014 – May 2015

Design of a smart treadmill system that features Kinect body tracking, heart rate monitoring, and dynamic workout logic for a startup.



MULTIMEDIA DESIGN ENGINEER @ ZETRON

October 2011 – April 2014

Making graphics, icons, and animations for 911 Call-Taking and Dispatch applications. Creating concept videos, tradeshow videos, and other 3D assets for marketing purposes.
