



Eric Fiscus

CONTACT

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www.FiscusMedia.com

SKILLS

- Unity 3D
- C#
- After Effects
- Photoshop
- Cinema 4D
- Blender
- Typescript
- Javascript
- React JS
- Three.js
- Generative AI

Creative Technologist & XR Prototyping Engineer with a **decade** of experience designing and building immersive experiences across AR, VR, desktop, and console platforms.

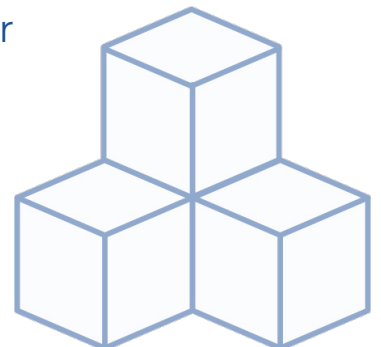
Proven ability to translate bold ideas into functional prototypes using cutting-edge tools and technologies—from **spatial** computing and digital twins to adaptive UI systems and **Fluent** design.

Known for bridging the gap between design and engineering, collaborating cross-functionally to **invent** intuitive, future-facing interactions.

Comfortable working in stealth-mode **innovation** teams, large-scale product organizations, and experimental labs.

CERTIFICATION

- Unity Certified Developer
- Adobe Certified Expert
- Leadership
- Management





Experience

HTC VIVE

2023-2025

Lead XR Prototyping Engineer

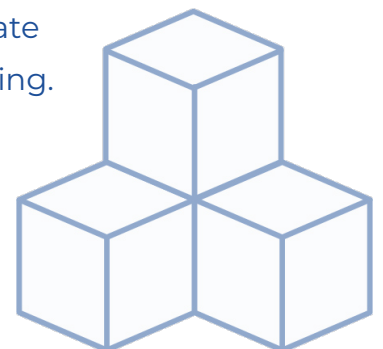
- **Led** a team of prototyping software engineers in developing next-generation interactive experiences for HTC VIVE's XR platforms, translating conceptual ideas into functional in-headset prototypes.
- **Directed** technical architecture and decision-making, proposing and validating innovative solutions in emerging XR technologies.
- **Mentored** engineers in implementing novel interaction models and advancing immersive user experiences.
- **Collaborated** cross-functionally with designers, researchers, planners, and program managers to define and iterate on high-impact XR concepts.
- **Designed** scalable software architectures and established technical standards to support future XR development.
- **Championed** rapid prototyping practices that bridged creative vision with technical feasibility, enabling iterative exploration of new interaction paradigms.

Meta

2021-2022

Product Design Prototyper

- Designed, prototyped, and user-tested cutting-edge AR/VR experiences across multiple Meta product lines, shaping the future of **immersive** interaction.
- Explored and defined new modes of spatial interaction by rapidly iterating on **experimental** concepts.
- Collaborated closely with cross-functional teams including engineers, researchers, and product managers to validate ideas through hands-on prototyping and **usability** testing.
- Contributed to foundational design patterns and interaction models for next-generation **AR/VR** platforms.





Experience

Microsoft | HoloLens Technical Designer

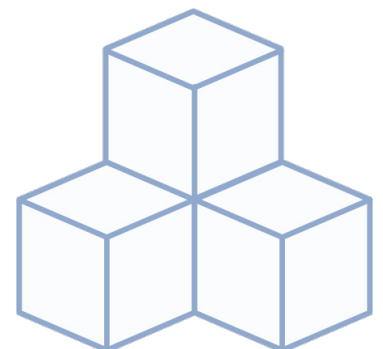
2018-2020

- Contributed to a confidential HoloLens 2 **incubation** project focused on redefining spatial computing interfaces
- Designed and implemented experimental features including hand menus, body-locked UIs, and 3D **responsive** interfaces using digital twin data and Azure Spatial Anchors.
- Prototyped contextual, in-situ data visualizations leveraging surface magnetism and spatial awareness to enhance user interaction in mixed reality environments.
- Explored advanced interaction paradigms to align with real-world **spatial** logic and intuitive user behavior.

Microsoft | Fluent Design Senior Prototyper

2017-2018

- Crafted Fluent Design System experiences across Desktop, Xbox, and Mixed Reality platforms, contributing to cohesive visual and interaction patterns across the **Windows** ecosystem.
- Invented and prototyped new design tools and features for the Windows OS, including a projected shadow system now deployed across all Windows devices.
- Collaborated with design and engineering teams to translate visual language concepts into scalable, system-wide UI **components**.
- Delivered **high-fidelity** prototypes to support feature validation, usability testing, and executive review.





Experience

Microsoft | Xbox

2015-2017

Software Design Engineer

- Developed advanced dashboard concepts for Xbox consoles using XAML and C#, contributing to the feature **vision** for Xbox Scorpio.
- Created high-impact concept videos and interactive prototypes to visualize and communicate new user experiences to stakeholders.
- Explored early-stage **Xbox VR** features using 2.5D XAML and Windows Composition, pushing the boundaries of console interface design in immersive environments.

Nytec

2014-2015

Design Engineer

- Designed an intelligent treadmill system integrating **Kinect** body tracking, heart rate monitoring, and **adaptive** workout logic to deliver personalized fitness experiences.
- Developed UX flows and interaction models that responded dynamically to user performance and **biometric** feedback.
- Collaborated with hardware and software teams to prototype real-time motion tracking and responsive UI elements.

Zetron

2011-2014

Multimedia Design Engineer

Microsoft | Retail Store

2011-2011

UX Designer

Microsoft | Hardware

2005-2010

UX Designer

