



JEFF GUO

EXPERIENCE

Poly (formerly known as Plantronics)

10.2016 – Present

Creative Technologist

- Designed and developed Poly Ergosim, a Unity/Unreal Engine 5 based ergonomic simulator and concept testing environment that runs on a VR headset or a PC. Currently used by the UX research team, the Audio/Video Engineering team, the XR white-board team, and the Artificial Intelligence/Computer Vision team on several conferencing products and concepts. Massively reduced the cost and timeframe of prototyping and testing, especially during the Covid lockdown.
- Built several other AR/VR prototypes that have either been used internally as a developing tool or presented to the customers to showcase new products. Created both 2D and 3D motion graphics with After Effects and Cinema 4D to help present new concepts and new products.
- Worked closely with the Industrial Design team. Installed and programmed sensors, control chips, actuators, and LED strips in appearance models. Created models using 3D printers, model shop machines, paint booths, etc. Deeply involved in the entire development process of many products.
- Worked closely with UI/UX designers in creating on-screen prototypes. Built functional apps with Processing, HTML/Javascript, and Unity and deployed them on laptops/phones/tablets. Built servers and databases using Node JS and MongoDB. Created prototypes that seamlessly function across hardware, UI, and network.
- Created and handbuilt several interactive art installations. One of the installations was installed and tested at Microsoft's Redmond office and received a U.S. patent. Independently sourced large quantities of LED panels, power supplies, and control modules from overseas in order to work with a tight budget.

Volkswagen Audi Design Center California

1.2015 – 8.2015

Interaction Design Intern

- Collaborated with Volkswagen Electronic Research Lab in San Francisco, conceptualizing a blueprint for Volkswagen and Audi's future business model based on the emerging autonomous driving and shared economy.
- Designed and developed a functional, futuristic UI prototype for an electric concept car.

Tilta Inc.

2.2013 – 2.2018

Web Design+Development Freelancer

- Designed, developed, and managed the website of Tilta, now one of the largest Steadycam/camera-rig manufacturers in the world, for the North American market. The website includes an extensive product catalog, an online store, and an online payment system. I build the website from the ground up and maintained it till 2018.

EDUCATION

Art Center College of Design, Pasadena, California

1.2013 – 8.2016

Bachelor of Science in Interaction Design

University of Science and Technology Beijing, China

7.2007 – 6.2011

Bachelor of Engineering in Industrial Design

SKILLSET

Prototyping, UI/UX design, design research, programming, solid modeling, graphic design, motion graphics, and video editing.

Illustrator, Photoshop, After Effects, Sketch, Processing, Unity, Arduino, Wordpress, Raspberry Pi, HTML/PHP/CSS/Javascript/jQuery/Java/C++/C#, Bootstrap, Node JS, SolidWorks, Cinema 4D, and Rhinoceros.