

ERIC LACEY

HIREME@ERICLACEY.CA

MASTER'S STUDENT - VR & XR, UX, HCI, SOFTWARE DEVELOPMENT, MULTIMEDIA DESIGN, 3D COMPUTER GRAPHICS, ANIMATION, CAD

Skills

Animation, Modelling & 3D
Computer Graphics
(Houdini, Maya)

CAD Modelling & Rapid Prototyping
(Creo, Fusion360, Sketchup,
Solidworks, 3D Printing,
Laser Cutting, CNC)

Design
(Illustrator, Photoshop, Premier,
AfterEffects, InDesign, Powerpoint,
Prezi, Figma, Adobe XD)

Game Dev
(Unity, Unreal)

Programming/Coding
(C++, C#, HTML5, Java, Javascript,
PHP, Python, SQL, XML)

Physical Computing & Circuits
(Arduino, Firmata, Fritzing)

Source Control/Versioning
(Git, Perforce, Sharepoint)

UX
(IBM Enterprise Design Thinking,
Balsamiq, Paper Prototyping)

Education & Training

M.ASc HCI - 2024 (expected)
Human Computer Interaction -
Carleton University

B.IT IMD - 2021
Interactive Multimedia and
Design - Carleton University

Adv Dip/OCAD IMD - 2021
Interactive Multimedia
Development - Algonquin College

Certified Enterprise Design Thinking
Co-Creator - IBM

Summary

Highly adaptable with a broad skillset covering various digital and physical development pipelines. Experienced in the fields of UX, software and system design, programming, aerospace engineering, computer graphics, circuitry, multimedia design, and R&D. Favours working in a UX-centered mindset, regardless of discipline.

Believes in using technology for good and leveraging the novel features of unique technologies to their fullest effect. Passionate about leveraging Virtual Reality and other XR technologies in the medical and education industries in this way.

Experience

Teaching Assistant (TA) & Graduate Research Assistant - Carleton University (2021-)

- ▶ TA for: BIT1400 Intro to Programming & Problem Solving, NET3004/OSS3004 Data Structures, IMD2006 Intro to Game Design & Development, IMD3006 Software Design for Multimedia, ITEC 4011 AI for Digital Media, OSS4008 Remote Sensing
- ▶ Research under Dr. Robert Teather, covering HCI elements of virtual reality including viewpoint redirection, VR haptics, and effects of ergonomics on task performance & UX

Research Fellow - Nara Institute of Science and Technology (2022)

- ▶ Engineered two sets of lightweight shape-changing haptic display systems to be fitted on drones for research on multipurpose mobile haptic displays for VR users
- ▶ Developed the systems in CAD and rapid prototyped using 3D printing and Arduino
- ▶ Prepared and provided a Design Thinking UX workshop for the Japanese lab with the aid of an interpreter

UX Strategist/SWAT Team Developer (CO-OP) - IBM Center for Advanced Studies (2019)

- ▶ Development of workshops and experiential learning curriculums for proprietary software and Machine Learning
- ▶ Facilitated and developed UX/Design Thinking workshops and training for clients and partners across Canada