

Ethan Arnowitz

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3D Interaction Designer

Multifaceted and ambitious professional with education and experience developing software for virtual reality projects. Proven ability to work well on complex projects, completing and delivering design projects within budget constraints. A skilled team and executive collaborator with expert analytical, attention-to-detail, and problem-solving skills, with the ability to implement elegant solutions to improve processes. Skilled in next-generation 3D interface development, 2D graphics, and 3D modeling.

Areas of Expertise

- 3D Interaction Design
 - 3D Modeling
 - Rapid Prototyping
 - User Interface Design
 - User Experience Design
 - Virtual, Augmented, & Mixed Reality
 - Systematic Design Approach
 - Graphic Design
 - Empirical Design Research
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Professional Experience

CORNELL UNIVERSITY – COMPUTER GRAPHICS LAB, January 2017 – September 2017

3D Interaction Developer

Led the conceptualization, development, and implementation of elegant design software, leading projects from conception to publication stages that garner widespread client attention. Performed the development of novel 3D applications, 3D UI's, components, and digital design assets. Collaborated with design leaders and executive staff to achieve company visions.

- Spearheaded the design of a 3D modeling application for virtual reality, vSpline, optimizing the creation, manipulation and 3D printing within virtual reality.
- Successfully published findings of vSpline in the Association for CAD in Architecture (ACADIA) conference, which was also featured on Virtuality page and attracted 40K+ views.

AUTODESK, May 2016 – August 2016

Virtual Reality UX Designer – CG Generalist (Internship)

Executed full-scale exploration of Autodesk possibilities and opportunities to develop best-in-class virtual reality software, while collaborating with a top-performing technology team in San Francisco.

- Led the development of client-focused, highly elegant software for Autodesk design clientele, leading to the successful prototyping of cutting-edge space planning and 3D modeling software.
- Identified, mitigated, and resolved diverse technical constraints that allowed for seamless technology development.

GENSLER, May 2014 – August 2014

Design Futurist (Internship)

Conceptualized and generated digital media (Gensler Vimeo Page) that explored redevelopment initiatives for Downtown Los Angeles with 20-year projection, serving as an innovative and informative tool for developers to forecast future trends.

Education & Credentials

Master of Science, Human Factors Ergonomics | Cornell University, GPA: 4.0

Thesis: Evaluating the impact of display medium (VR vs. Screen Display) on perceived user experience and aesthetic value within virtual hotel environments

Bachelor of Science, Design + Environmental Analysis | Cornell University, GP: 3.7

Awards, Honors, & Publications

Publication & Presentation at MIT Media Lab, Association for CAD in Architecture (ACADIA)

Top 50 Young Entrepreneurs in the Northeast, Underscore VC Student Summit

First Place, Herman Miller Video Contest

People's Choice Award, MasterCard Hackathon