

Cliff Warren

I'm an interdisciplinary design leader who enjoys creating both digital and physical products. I've found my niche merging those worlds to push augmented and virtual reality forward. It would be dope to visit space someday.

Career

FACEBOOK VR

DESIGN MANAGER / Jul 2017 - Present + PRODUCT DESIGNER / Nov 2015 - Jul 2017

Founding member of the Facebook VR design team, contributing to many efforts in immersive media and social VR. Our team built a 360 media ecosystem from the ground up, launched Facebook's first VR apps Spaces and Facebook 360, and are currently working on Facebook's newest flagship social VR product - Facebook Horizons. Personal contribution highlights include, design management across immersive media and Horizon, leading design for 360 photos, product management on the Point Clouds prototype, UX design for Spaces Avatars, Unity prototyping and interaction design for Facebook 360, and VR mentorship across the company.

LIMINAL AR

LEAD INTERACTION DESIGNER / Dec 2014 - Oct 2015

Crafted innovative prototypes for a start-up funded by the Samsung Accelerator to research consumer-grade augmented reality headsets. Responsible for understanding AR technology capabilities to determine and create a viable headset for today's marketplace. Built and tested a complete working prototype of AR glasses with inside-out tracking, real-time multiplayer 3D experiences and commercial (mil spec) quality transparent displays. Contributions included product definition, industrial design conceiving, physical interface prototyping, and interaction prototyping in Unity 3D.

SET MEDIA

CREATIVE LEAD / Feb 2012 - Dec 2014

Responsible for communicating the benefits of a computer vision ad technology startup to a non-technical industry. Led the branding, product design, and user experience as the 9th employee and sole creative. Focused on communicating large sets of data and complex technology to our non-technical partners through simple UI and clear data visualizations. Built a multidisciplinary design team and managed contractor relationships. SET was acquired in February 2014 by Conversant. Responsible for training the parent company's design team to adopt our design process and style guides.

NASA

INDUSTRIAL DESIGN INTERN / Jun 2010 - Aug 2010

Worked with the Habitability Design Center across multiple projects at the Johnson Space Center including the new lunar rover and lunar habitat. Responsibilities included prototyping the rover window layout and designing and constructing storage units for a lunar lab that underwent testing in the desert.

Freelance

THREE ONE ZERO'S "ADRIFT"

VR UX CONCEPTS & SPACESHIP DESIGN ADVICE / Jun 2014 - August 2014

Advised game's team as a subject-matter expert on spaceship design and VR best practices. Produced early concepts for in-game UI.

COUNTABLE

BRANDING, MOBILE, & WEB / Apr 2014 - Jun 2014

Worked with founders to bring their digital political engagement platform and brand into beta. Designed mobile app from the ground up, created a logo, brand guidelines and applied visual style to existing web app, polished the web UI/UX.

Contact

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Education

Rhode Island School of Design

BFA Industrial Design 2011

Thomas Jefferson High School for
Science and Technology

Class of 2007

Speaking

Design Fund · SF 2016

UX World · Seoul 2017

IVRPA Keynote · Tokyo 2018

CCA AR Workshop · SF 2019

Patents

3 Awarded - 5 Pending

Skills

FIELDS

Industrial Design

UX Design

Spacial Interaction Design

Illustration / Graphic Design

Experience Design

Design Management

Creative Direction

ANALOG

Woodworking

Metalworking

Arduino Prototyping

DIGITAL

HTML/CSS

Javascript

Photoshop

Illustrator

Premiere

Sketch

Solidworks

Keyshot

Maya

Unity 3D

Quill