Sasha Menscikova

AR/VR Designer

San Francisco Bay Area, CA

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Experience

I'm an AR/VR designer and a passionate VR community member with a formal background in Architecture. I design and implement AR and VR applications with a focus on 3D user interfaces, computer graphics, and computer vision.
I bring ideas to life to show what VR is capable of, whether it's to improve someone's physical and cognitive abilities or to demonstrate that VR doesn't discriminate - you can be whatever or whoever you want to be.

Currently I'm developing a scavenger hunt app for tourists and locals who want to explore hidden history in San Francisco.

AR / VR Designer - Independent
JULY 2016 - PRESENT, San Francisco Bay Area

- Create product-ready assets for internal rapid testing and external release
- Design end-to-end UI from sketching to building & testing in Unity
- Develop user persona
- In-person usability testing using Oculus Rift and Go
- Create and revise user flows
- Design AR/VR UI elements (Adobe Suite, Maya)
- Design 2D, 3D storyboards, wireframe & prototype at different levels of fidelity, using tools such as pen + paper, Adobe Suite, Oculus Medium, Maya, and Unity3D

Oculus Launch Pad Participant - Facebook HQ
JUNE 2018 - SEPT 2019, Menlo Park, CA

1 of 100 selected participants in the country. Competition for underrepresented groups in VR(women, people of color, LGBTQ community members, etc) to create a game or experience; winner receives funding and resources from Oculus to ensure diversity of thought in the VR ecosystem.

[Kitten Justice](#)
- Strategized and designed end-to-end UI from initial sketching to building & testing in Unity
- Conducted market and user research / interviews
- Created concept environment design
- Created 3D models
- Developed user personas
- In-person usability testing using Oculus Rift
- Created and revised user flows
- Developed design documentation and pitch deck
- Designed 2D and 3D storyboards, wireframes & prototypes at different levels of fidelity, using tools such as pen + paper, Sketch, Adobe Suite, Oculus Medium, Unity3D

CAD Operator - Belden Consulting Engineers
OCT 2014 - PRESENT, Pleasanton, CA

- Prepare computer generated and manual drawings of systems for MEP equipment

- Revise drawings and markups appropriately to support generating station
- Maintain and update electronic drawings and documents
- Compile and organize blocks, parts and specific details
- Track and monitor engineering and design changes

Junior Architect - Independent
NOV 2011 - AUG 2014, Chisinau, Moldova

- Prepared architectural drawings and designs according to specifications and requests
- 3D-modeling of all types of buildings, environment, and interior design
- Prepared designs for furniture, fixtures, and other elements

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Education

Gnomon / Hard Surface modeling 2
SEPT 2017 - DEC 2017, San Francisco, CA

Learned to model complex assets such as vehicles, robots, and weapons. Lectures focus on the use of polygonal modeling tools in the development of form and detail, as well as production-specific issues pertaining to poly count, surface quality, and topology.

Gnomon / Hard Surface modeling 1
JULY 2017 - AUG 2017, San Francisco, CA

Learned the fundamentals of creating 3D models with polygon geometry. Lectures delve into the various production techniques of asset creation through the exploration of polygonal modeling and the preparation of constructed models for texturing.

General Assembly / User Experience Design
MARCH 2016 - MAY 2016, San Francisco, CA

Learn to critique designs, complete user research, and design web and mobile applications with the UX Techdegree.

Technical University of Moldova / Master's degree
SEP 2011 - JUNE 2013, Chisinau, Moldova

Architecture and Construction specialization in Urban Planning.

Technical University of Moldova / Bachelor's degree
SEP 2007 - JUNE 2011, Chisinau, Moldova

Architecture and Construction

Awards/ Projects

- Produced a complete redesign of the branding for the Womxn in Games Conference 2019 / Meetup Group

- Competed in Road to Tokyo: a VR speed-sculpting competition reality TV show - Invited as 1 of 8 chosen artists from the Bay Area before event was announced. (Coming May 2019)

- Developed and created a prototype for an AR mobile app "Chroma" for people with colorblindness to make life easier in daily life. Currently in Pre-alpha stage. (send a keynote presentation by requested)

- Participated at the Global Game Jam 2019 event at Facebook - Worked on a team to create the game "DiaRelay" in two days
Game presentation at 01:09:00

- Co-created "Kitten Cannon," VR game currently in the Steam store
 as part of a self-imposed one-month hackathon (Oct, 2016)
   Demoed game at :
   - Virtual World Arcade (Apr, 2017)
   - TechCrunch Block Party (Apr, 2017)
   - Annual Product Hunt meetup (Jan, 2017)