

Karen Stolzenberg

Interaction Design Leader in AR / XR. Previously designed the physical world through architecture. Shipped 4 platform apps on the first Magic Leap 1 wearable. Expertise in multiuser experiences, embodied communication, social presence in AR / XR. Unique experience designing for spatial operating systems and emerging hardware. Always curious.

Contact

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Tools

Rhino 3D, Cinema 4D, Unity, V-Ray.
Grasshopper, Revit, AutoCad.
Sketch + Abstract, Adobe CS.
Some Python, Processing, HTML5, C#.
3D Printing, Laser Cutting.
Conversational French.

Patents

US-D878393-S. Granted 03/17/20.
US-D877752-S. Granted 03/10/20.
US-D873852-S. Granted 01/28/20.
US-D873285-S. Granted 01/21/20.
US-D872764-S. Granted 01/14/20.
US-2020036816-A1. Application Sharing.
US-2019188895-A1. Contextual-based Rendering of Virtual Avatars.

Speaking

2/05/20 - IxDA Interaction20, Breakout.
6/12/19 - Creative Summit, Speaker.
4/20/19 - FIU WiCSCON, Keynote.
4/18/19 - IxDA Miami April Meetup.
3/04/19 - Code/Art Miami, Keynote.
10/10/18 - Magic Leap LEAPCon.

Engagement

IxDA Miami Member, 2019 - Ongoing.
NCARB ARE Candidate, 2015 - Ongoing.

Lead Interaction Designer, Magic Leap | Ft Lauderdale, FL. 03/2020 - Ongoing
Investigated next gen interaction mappings and multimodal input for the core platform. Designed novel interfaces and body dynamics for 6Dof controller and controlless inputs. Pivoted Social apps towards enterprise usecases for communication, collaboration, copresence. Presented design updates to executive stakeholders for review and feedback. Collaborated with prototyping engineers to develop and test interaction ideas. Organized and ran internal user research studies to improve and evaluate design concepts.

Senior Interaction Designer, Magic Leap | Ft Lauderdale, FL 09/2017 - 03/2020
Led and shipped designs for 4 interrelated platform apps: Social, Avatar Chat, Casting, Outfit. Owned ML1 Avatar Behavior direction. Co-directed style with UX Visual Design, ML Studios. Created detailed UI layouts. Iterated on visual concepts with UX Visual Design, 3D Art teams. Designed experience flows, interactions for platform-level app sharing, avatar personalization. Oversaw 2-5 interaction designers and reviewed their work against overall project goals. Planned schedules, assigned tasks, established cross-team communication to deliver designs. Worked closely with Product, SW, QA, Privacy, Marketing to ship experiences for external release.

Interaction Designer, Magic Leap | Ft Lauderdale, FL, 05/2016 - 09/2017
Designed experience flows for platform-level contacts and copresence: Social and Avatar Chat. Helped develop core OS interface patterns to work with 3Dof touch, 6Dof pointing for ML1. Synthesized app needs in relation to system capabilities, helped expand OS and UI Kit patterns. Pursued academic research to define avatar concepts and behavior. Coordinated with SW Engineering teams, 3D art teams to design avatar behavior system. Conducted user research with principal researchers to assess avatar acceptability.

Research Assistant, GSD City Form Lab | Cambridge, MA, 02/2016 - 05/2016
Worked with established Python library to explore gridshell prototypes, installations in Rhino. Built scale gridshell mockups with laser cut materials and novel fasteners. Researched materials and sourcing for digital fabrication and geometry suitability. Contributed to new product ideation and brainstorming for future research efforts.

Job Captain, Gensler | San Francisco, CA | 10/2013 – 5/2015
Proposed, pitched and lead a team of 5 to investigate new corporate strategy research project. Built new client relationship and oversaw client communication for 12,000sf tenant improvement. Created design concepts, space plans and FFE recommendations for tech tenant improvements. Implemented design intent & building systems coordination for 400,000sf interiors project.

Designer, Rapt Studio | San Francisco, CA | 12/2010 – 10/2013
Contributed to strategy and service design for 44,000sf corporate innovation center. Managed construction administration for 84,000sf office tenant improvement. Researched and presented materials, finishes, fixtures for client approval. Drew and designed interior construction documents for a new 280,000sf corporate campus.

Education

Master in Architecture, Graduate School of Design, Harvard University
Cambridge, MA, 09/2015 - 05/2016
Completed 40 / 140 units.

Select Coursework: Projective Representation in Architecture, Energy in Architecture. Buildings, Texts and Contexts, Environment, Economics, Enterprise.

Bachelor of Science in Architecture, University of Minnesota
Minneapolis, MN | 08/2005 - 05/2009
G.P.A: 3.58 / 4.00
French Literature Minor.
Dean's List: Spring 2006, Fall 2007, Spring 2008, Spring 2009.
Select Coursework: Environmental Design and the Sociological Context, Francophone Writers.