

Josh Carpenter

Product Designer

2016–19

Staff Designer, Google

Was UX Lead of the WebXR initiative, recruiting and leading a team of design engineers in prototyping new VR/AR web standards and experiences. Did both hands-on design and management. Our work culminated in the release of the successful [model-viewer](#) library. Was also lead designer for [Chrome VR](#), a virtual reality version of Chrome.

2011–16

UX Lead, Mozilla

Was Product & UX Lead for the [MozVR](#) virtual reality team, leading design and prototyping of VR browsers, web sites, and development tools, as well as developer evangelization. Our work culminated in the release of the successful [A-Frame](#) VR framework. Before that was Interaction Design Lead for [Firefox OS](#), Mozilla's mobile operating system, responsible for defining the system-wide interaction paradigms for versions 1 and 2.

2009–11

Creative Director, New Space

Designed touch-based building control systems for residential, commercial and educational customers, including the control room of [BC Place](#)—Vancouver's largest stadium. As sole UX designer was responsible for interaction design, visual design, prototyping, and user testing. As Creative Director rebranded the company, designing a new identity, website, print collateral, and promotional videos.

2003

Student & Instructor, Vancouver Film School

Graduated Vancouver Film School's New Media program in 2003. Returned 2008-11 as an instructor in 3D graphics & compositing. Awarded Best Instructor and Best Course.

joshcarpenter.ca
github.com/jcarpenter

josh@joshcarpenter.ca
twitter.com/joshcarpenter

Vancouver, BC
Canada