

Hank Duhaime

A creative technologist with 8+ years experience
designing playful, embodied interactions

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WORK HISTORY

Senior Product Design Prototyper @ Meta Reality Labs

January 2024 - March 2026 (Full-time)
January 2022 - January 2024 (Contract)

Developed novel interaction concepts for nascent R&D technologies across AR/VR, haptics, wearables, AI, and robotics

Prototyped low- and high-fidelity experiences to support design exploration, value assessment, executive demos, and conferences

Collaborated with cross-functional partners to document research insights, develop code libraries, and facilitate design workshops

Experience Designer L1 @ Publicis Sapient

October 2020 - January 2022

Designed digital products for Mercedes-Benz USA through the creation of sketches, wireframes, interaction flows, and click-through prototypes

Generated prototype-driven insights for digital business transformation concepts within a specialized rapid innovation lab

UX Designer / Engineer @ SpellBound AR

July 2020 - August 2020 & June 2016 - August 2018

Designed, programmed, and shipped 5 mobile AR games used in 20+ pediatric hospitals to improve the patient experience

Patented a novel AR practice of leveraging multiple visual targets to create scalable, room-filling content

Experience Design Intern @ Second Story Interactive Studios

June 2019 - August 2019

Developed flow diagrams, videos, and software prototypes to represent interactive physical installations to prospective clients

Conducted 2 rapid prototyping explorations to evaluate emergent physical sensing technologies for future client work

Graduate Teaching Assistant @ GT College of Design

August 2019 - May 2020

Mentored graduate students through the process of conceiving, designing, and fabricating interactive physical installations

Lectured on physical computing topics such as Arduino, addressable LEDs, and general hardware troubleshooting

Mixed Reality Research Assistant @ IMAGINE Lab

January 2019 - May 2019

Prototyped 4 mixed reality interactions in Unity to support research on immersive visualization technology for city planning

EDUCATION

MS in Human-Computer Interaction (HCI)

Georgia Institute of Technology

BSE in Computer Science

University of Michigan, Ann Arbor

SKILLS & TOOLS

Digital Prototyping

AI (Claude Code)
Creative coding (Processing)
Game Design, AR/VR (Unity / Unreal)
Scripting (Python / C#)
Web (HTML / CSS / JavaScript)

Physical Prototyping

3D printing
CAD (Fusion 360)
Laser cutting
Model making (foam / cardboard)
Physical computing (Arduino)

UX Design

Interaction flows and journey maps
Pitching and presenting
Video editing (Adobe Premiere Pro)
UI design (Figma)
Workshops (Figjam)

RECOGNITION

UIST Publication

Explorations of Wrist Haptic
Feedback for AR/VR Interactions
2022

CHI Student Games Award

1st Place, Innovative Interfaces
2020

Utility Patent

Method for delivering augmented
reality using scalable frames
2016 - 2017