TYLER HOPF

tylerhopf.com
tylerhopf@gmail.com
607-761-1591

Creative Director 2016 - present
IrisVR
I lead a team of designers and developers. We work across desktop, mobile, VR and AR. My role is product manager, product designer, user researcher and evangelist.

Adjunct Faculty 2015 - present
School of Visual Arts
The course covers the history of VR, design priciples and Unity dev.

Virtual Reality UX Designer 2015 - 2016
Framestore
User experience and game design for virtual reality applications and cinematic experiences.

3D and Motion Designer 2015
ECCOx, Magic Leap, Inc. (client)
Virtual interface cration, prototyping animations and visualizing new scenarios for augmented reality.

UX and Industrial Designer & Researcher 2014
Samsung R&D
Design and prototype innovative smart home tech, virtual reality hardware and wearables.

Assistant Instructor 2013 - 2014
Princeton University
Creativity, Innovation & Design Studio

Architectural Designer 2013
RE X Architects
Mercedes Benz Museum winning design team

Graphic and Architectural Designer 2011 - 2012
Diller Scofidio + Renfro
Competition entries and campus projects

Princeton University 2015
Masters of Architecture II

Rensselaer Polytechnic Institute 2013
Summa Cum Laude
Bachelor of Architecture
Bachelor of Science in Psychology

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creative direction, product management, graphic/visual design, UX / UI design, architectural design, 3D modeling, rendering, industrial design, filming, editing, animation, motion design, prototyping, Unity, Unreal, Adobe Creative Suite, Microsoft Office

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Henry Adams Medal, AIA 2013
Alpha Rho Chi Medal, RPI 2013
Brown's Traveling Fellowship, occupyDUBAI 2012
AIA NYS Student Design Award 2011
Promise of Excellence in Architecture 2009 - 2012
Founders Award of Excellence 2009
Leadership Award Scholarship ($75k) 2008