

Eric Thivierge

Product Designer

New Jersey

609-784-4822

ethivierge@gmail.com

linkedin.com/in/ethivierge · ericthivierge.com

SUMMARY

Product Designer with 10+ years of experience designing tools for technical and creative professionals, including 9 years at Apple building 3D content-authoring and spatial-computing software. I turn complex systems — developer tooling, in-app error/status-state design, and AI-powered workflows — into intuitive, scalable interfaces. I take on ambiguous, 0-to-1 problem spaces and navigate cross-functional decisions, leading through influence.

SKILLS

Product Design · Systems Thinking · Developer Tools & Platform Design · Design Engineering · UI/UX & Interaction Design · Information Architecture · Design Systems · Design Ops · Design Tools (Figma, Sketch) · Rapid Prototyping (Swift/SwiftUI, Xcode, HTML/CSS) · Python · Cross-functional & Engineering Collaboration · Design Mentorship · Agentic/LLM & AI-Powered UX

EXPERIENCE

Product Designer — Apple (iOS / macOS / visionOS)

Nov 2017 — Present

Spatial Preview — Preview.app (macOS)

- Made a complex, deeply-nested 3D scene hierarchy legible by simplifying object type iconography, status badging, and instance/reference display.
- Reduced USD's extensive native property set by ~20% down to the essentials in Preview's Object Property inspector, while keeping controls consistent with standard Mac UI conventions.
- Delivered design redlines for all new features shipped in Spatial Preview and led its framework icon from concept through final production asset.

Reality Composer Pro — Animation Tooling (6-month embedded loan)

- Designed the Skeleton, Animation, Sequencer, and Behavior Tree editors, moving each from information-dense engineering UI into a scalable hierarchy/canvas/inspector model.
- Redesigned the Behavior Tree editor's Sequence Node connections to scale past 5–6 nodes with a single dynamic-output model, replacing manual ports.
- Advocated for an explicit, industry-standard animation retargeting workflow, and led the redesign once adopted.

Reality Composer Pro — Developer Tools & iWork Environments

- Brought Reality Composer Pro to public-launch quality by leading design for its Swift Package, Entity, and Component/System UX.
- Aligned Reality Composer Pro's developer UX with the broader developer-tools ecosystem by partnering with Apple's Developer Tools Human Interface team.
- Developed iWork/Keynote's immersive Environments transition effect by designing and prototyping its RealityKit Component and System.

Reality Composer (2019)

- Shaped Reality Composer's early UX by designing its Behavior editor and collaborating with the design team on the application's overall UI/UX.
- Established early design-file organization in Perforce and began building a library of reusable custom components for the design team.

Design Ops & Cross-functional Leadership

- Built an internal tool that updates design decks with the latest visual assets from source files, reducing spec-deck update time by ~90%.
- Led a design-library and file-structure overhaul adopted across the design team, and a team-wide design-debt cleanup.
- Progressed from owning individual features to owning multiple, larger, concurrent features, reflecting a mid-career promotion.
- Grew the design team by helping interview and onboard incoming designers, and mentoring a junior designer on interaction design and stakeholder communication.

Tool Developer — Fabric Software Inc.

Aug 2016 — Nov 2017

- Developed Kraken, a production-ready open-source rigging framework with a custom node-based canvas editor built on core Fabric Engine APIs, available as a standalone app and DCC plug-ins.
- Owned UI consistency across the standalone Fabric Engine app and DCC plug-ins (Maya, Softimage, 3ds Max).

- Rigging Lead at Hybride: *Arrival* (Academy Award winner), *Warcraft*, *The Hunger Games: Catching Fire*, *White House Down*.
- Creature TD / Animation TD at Animal Logic: *Walking with Dinosaurs 3D*.
- Independently co-created and sold the Species rigging plug-in, featured in 3D World Magazine.
- Part-time lecturer in Character Rigging, Rutgers University–Camden.

EDUCATION

Sheridan College	Post-Graduate Certificate, Digital Character Animation
Rutgers University–Camden	B.A., Electronic Arts: Animation

PATENTS & PUBLICATIONS

10 granted U.S. patents, 2 pending, spanning 3D object manipulation, spatial interaction, and creative-workflow tooling.

PERSONAL INTERESTS

Guitar & pedalboards · baking · pizza · vegetable gardens · sketching · Buffalo Bills