

CASEY JUDGE

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location: New York, NY

EXPERIENCE

Lead UX Researcher

WĒTĀ FX, *December 2023—present*

- Lead discovery research to analyze complex VFX production pipelines, surfacing insights that drive strategic UX improvements and increase workflow efficiency for artists
- Architect a Qt-based UI framework used across 150+ internal tools, ensuring a consistent and user-friendly experience
- Implement strategies across the company to increase human-centered design maturity amongst development teams
- Mentor junior researchers and designers through structured onboarding, feedback cycles, and collaborative projects

Adjunct Professor

NEW YORK UNIVERSITY, *September 2021—present*

- Craft engaging, practical, and theory-driven courses that help students hone their design thinking skills
- Help students to develop their personal creative processes through ideation, prototyping, and iteration
- Empower students to apply qualitative and quantitative research methods to solve real-world problems

Senior UX Researcher

UNITY TECHNOLOGIES, *April 2022—December 2023*

- Collaborated with client Wētā FX to conduct in-depth analysis of VFX pipeline systems to pinpoint areas to enhance the overall artist experience
- Led a cross-functional initiative with the Unity Wētā Tools team to bring industry standard VFX software to market
- Developed a robust design system that conveyed Wētā FX branding and unified the user experience across products

UX Researcher

COMMUNITY.CO, *September 2021—April 2022*

- Collected and synthesized quantitative user data to surface usability trends and guide product strategy
- Conducted usability testing and heuristic evaluations to inform redesigns and improve feature adoption
- Encouraged data-driven decision making amongst senior leadership which ultimately influenced the trajectory of the platform's main features

Subject Matter Expert, XR Development

EMERITUS, *September 2020—September 2021*

- Applied extensive knowledge of design and development for augmented and virtual reality to develop two NYU Tandon Online courses that introduced software developers to XR development techniques

Product Designer

UNSEEN MEDIA, *October 2018—August 2021*

- Researched, designed, and prototyped next-generation augmented reality (AR) game concepts
- Informed game design through iterative prototyping and behavior-driven user analysis
- Applied lean startup methodology to test product-market fit with 100+ customer discovery interviews

EDUCATION

New York University, Tandon School of Engineering

B.S. & M.S. in Integrated Design & Media

SKILLS & TOOLS

Adobe CC: Photoshop, Illustrator, Premiere, After Effects, InDesign, XD

Design: Figma, Sketch, Rapid Prototyping, Wireframing, Participatory Design, Concept Design

Research: User Research, Data Analysis, Usability Testing, User Interviews, Concept Testing, Ethnographic Research

3D & VFX: Maya, MotionBuilder, Houdini, Dragonframe, Unreal, Unity

Development: HTML, CSS, C#, Python, Qt