

Andy Agus

Interaction Designer & Creative Technologist

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Interaction designer and creative technologist working across AR, real-time graphics, and mobile interfaces. Experience spans flight-training prototypes at Red 6, NASA's First Woman, and independent Vision Pro and iOS work.

PROFESSIONAL EXPERIENCE

Red 6

May 2024 - May 2026

Senior UX Engineer

- Created and optimized real-time assets for in-flight AR training, including Unreal Engine materials, shaders, Niagara particle effects, and 3D assets developed in Blender.
- Built Blueprint-based prototypes connecting interaction logic with visual feedback; translated design concepts into working experiences for team testing and iteration.
- Partnered with designers, engineers, and technical artists to refine prototype behavior, test visual feedback, and integrate assets into production.

Bully Entertainment

Dec 2020 - Dec 2021

UX Designer, contract / NASA First Woman

- Designed UI/UX for NASA's First Woman app on iOS and Android and its companion microsite, connecting a printed graphic novel with life-sized AR environments.
- Designed core app flows, AR placement and content interaction, and navigation through virtual environments; worked with 3D artists and developers to connect screen-based interfaces with spatial exploration.
- Contributed to the team project recognized with Webby and People's Voice Awards for Integrated Mobile Experience.

INDEPENDENT WORK

New York Augmented Reality

Nov 2020 - May 2024

Founder / UX Engineer, independent

- Built Unity and C# spatial prototypes for Quest using uGUI, TextMeshPro, and 3D asset integration. Bookshelf explored glanceable access to book information; Museum explored interactive information around museum objects.
- Founded the New York Augmented Reality Meetup and wrote The Augmented Report newsletter, bringing AR practitioners together through events and industry coverage.

SELECTED PROTOTYPES

Independent interaction studies and working prototypes.

Garden / Vision Pro - Built a hand-responsive tabletop garden with sound and particles. Added a clear zone around resting hands and a laptop to prevent unintended activation.

RCcAR / Vision Pro - Built a controller-driven car in a scanned room. Replaced continuous scanning with saved geometry and moved speed feedback from head-locked UI to above the car.

TOOLS & PRACTICE

Real-time & design - Unreal Engine, Blueprints, Niagara, Unity, C#, Blender, Figma

Native prototyping - SwiftUI, UIKit, RealityKit, ARKit; gesture states, spatial feedback, audio interactions

EDUCATION & CERTIFICATION

Parsons School of Design - BFA, Communication Design, 2017

Flatiron School - UI/UX Bootcamp, 2019; Software Engineering Bootcamp, 2020

Unity Certified Professional - Earned 2022