CAMILLE BOUCHER

UI PROTOTYPER

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Summary

UI Prototyper with 5 years at Meta Reality Labs and Figma authoring high-fidelity interactive prototypes for VR, mobile, and web. Built 60+ Origami prototypes that informed Quest 3 launch UI; published 4 Figma Community templates with 8K+ combined downloads. NN/g UX + Figma Design Advocate + Adobe Certified Expert.

Skills

Other Skills: Origami Studio (95), Figma Variables & Auto Layout (95), Protopie & Framer (92), Adobe XD (88), VR/Mixed-Reality Prototyping (Unity, Quest) (88), Prototype-Driven Research (90), Motion Design (After Effects, Lottie) (88)

Experience

Meta Reality Labs — Brooklyn, NY (Hybrid)

UI Prototyper — Aug 2022 - Present

Specialist prototyper on Meta Quest 3's home environment and Mixed Reality team.

- Built 60+ high-fidelity Origami Studio prototypes that informed Quest 3 launch UI; 18 prototypes shipped into production directly
- Authored a reusable Origami pattern library covering 24 interaction types now used across 6 Reality Labs surfaces
- Co-led 4 prototype-driven research sessions with 40+ Quest users; insights informed 7 Q4 roadmap items
- Mentored 2 junior prototypers via weekly Origami + Figma pairings

Figma — Remote

UI Prototyper — Aug 2020 - Jul 2022

Prototyper on Figma's Design Advocate team.

- Built 4 Figma Community templates demonstrating advanced Variables and Auto Layout patterns; 8,000+ combined downloads with 4.8/5 rating
- Authored Figma Resource Library tutorials on prototyping; combined views 95K+
- Co-led Config 2022 prototyping deep-dive workshop attended by 320+ designers

Education

Rhode Island School of Design — Providence, RI

B.F.A. — Sep 2014 - May 2018

Industrial Design · GPA: 3.78/4.0