

ANDREA SILVERMAN

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LinkedIn.com/in/andreazannesilverman | DigitalPaintNeverDries.com

SUMMARY

Technical Artist/3D Generalist with a proven track record in XR (AR/VR/MR) design, 3D prototyping, new media art, and spatial computing. Adept at bridging user-centric design principles with cutting-edge immersive technologies, crafting intuitive and visually compelling experiences. Skilled in cross-functional collaboration, design, art, and iterative prototyping. Passionate about empowering every user—from teens learning AR to enterprise clients exploring MR use cases—and excited to shape the next evolution of spatial experiences.

CORE SKILLS

- **Spatial Computing & XR:** AR/VR prototyping, Mixed Reality (Hololens, IVAS), 3D environments, Photogrammetry, Unity
- **Design & Prototyping:** Figma, Sketch, Adobe CC (Photoshop, Aero, Firefly), Rapid prototyping (Shapes XR, Gravity sketch)
- **3D, animation & video:** Blender, Maya, Unity, videoleap, meshy
- **Collaboration & Communication:** Presentations, Workshop Facilitation, Stakeholder & Dev Relations, Remote/Agile environments

PROFESSIONAL EXPERIENCE

Digital Paint Never Dries – Founder, Artist

Jan 2023 - Present

- **Virtual Galleries & Experiences:** Served as visual artist for live performances in virtual worlds (Spatial, Decentraland and Hyperfy), contributing to the Vertex Series III Art Show, Mesh Art Fair and Decentraland Music Festival, taught animation classes virtually.
- **AR/VR Installations:** Showcased “Alive” and “Aloha Spirit” (AR-enabled art) at the Seattle NFT Museum and contributed visual art to Decentraland events & festivals.

Microsoft – Mixed Reality Validation Engineer

Jan 2024 - Jan 2025

- **Cross-Functional Collaboration:** Partnered with engineering and product teams to validate hardware/software test cases for MR solutions, including SiVT & IVAS.
- **User-Focused Testing:** Evaluated user experiences across E2E, DQE, PQT, and MIT scenarios, ensuring reliable and intuitive interactions.
- **Design Feedback Loop:** Translated testing insights into actionable design recommendations, contributing to an improved and more consistent MR experience.

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PROFESSIONAL EXPERIENCE CONT.

Future Arts – AR Teacher, Seattle, WA, USA

March 2024 - June 2024

- **Curriculum & Delivery:** Developed and led AR classes for teens, teaching them to turn murals into interactive AR experiences using 3D design principles.
- **User Empathy & Engagement:** Encouraged collaboration, iterative feedback, and creativity, ensuring participants could learn, test, and refine their designs.

Modsy – Sr. Environmental Artist, Remote, USA

Sep 2019 – Mar 2021

- **3D Space Design:** Created over 200+ photorealistic VR residences, enabling users to explore and customize interior layouts in real time.
- **Integrated Workflow:** Combined photogrammetry with VR design techniques to deliver immersive, interactive shopping and design experiences.

Smart Carnival – SR UX PM, Seattle, WA, USA

Aug 2016 - Feb 2017

- **UX Design:** Collaborated with cofounder on UX and product strategies for mixed reality carnival experiences,
- **Research and Development:** Leveraged user data to refine project roadmaps and design prototypes.

Microsoft – Senior UX / PM Consultant

Dec 2015 – Apr 2016

- **Cross-functional:** Worked on a multidisciplinary Dynamics 365 team
- **translated user feedback:** into product improvements, bridging communication between business intelligence and development.

EDUCATION

Product Management Certificate

Product School

Nov 2023

Master's in Digital Media Design

Harvard Extension School

June 2022 - Taking a break to work

VR Developer Nanodegree

Udacity

Nov 2017 - June 2018

Bachelor of Arts in Graphic Design

Concordia University Ann Arbor

Sept 2006 - May 2012