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SUMMARY

18 years of experience delivering AR/VR, simulation, and training solutions for aerospace programs at Blue Origin and NASA. Proven track record building products that make complex work easier to learn, execute, and scale in mission-critical environments. Combines deep XR and simulation expertise (Unity, Unreal, CAD, digital twins) with hands-on UX design, and full-stack prototyping experience. Recent freelance work includes serving as sole designer for early-stage SaaS products — owning end-to-end UX from research and wireframing through design systems and high-fidelity prototypes.

EXPERIENCE

Blue Origin

XR System Administrator

Jan 2023 – Feb 2025

- **Cross-Functional Collaboration:** Partnered with engineering, operations, and manufacturing teams to shape AR/VR tools that supported hardware installation, design reviews, and training for space vehicle assemblies.
- **Product Roadmap Management:** Managed the Jira backlog for XR initiatives, turning stakeholder requests into a prioritized roadmap and driving work from discovery through delivery.
- **Design Validation:** Led VR sessions where engineers evaluated installation approaches and human factors in 3D, helping surface design and workflow issues earlier in the development process.
- **Production AR Deployment:** Deployed AR guidance into 2–3 production work cells; technicians used overlays during final assembly, contributing to an estimated 10–15% improvement in assembly time.
- **Strategic Use Case Assessment:** Evaluated potential XR use cases with stakeholders and guided teams toward problems where XR provided clear measurable value, avoiding low-impact work.

Teledyne Brown Engineering

Laboratory Training Complex – Manager

Jun 2022 – Dec 2022

- **Operations Leadership:** Directed day-to-day operations for NASA's full-scale ISS Laboratory Training Complex, hosting 3–5 flight controller training sessions per week.
- **Mission-Aligned Planning:** Collaborated with Training Leads to understand upcoming missions and training needs, adjusting lab tools and configurations to support instruction.
- **Infrastructure Management:** Maintained lab hardware and infrastructure to ensure reliable availability for training activities.
- **Stakeholder Roadmap Development:** Facilitated working sessions with instructors, engineers, and operations staff to inform the roadmap for future training tools.

Hardware Integration Project Lead

Jul 2007 – Jun 2022

- **End-to-End Product Development:** Led development of physical and XR training tools for NASA's ISS Laboratory Training Complex from initial requirements through deployment and instructor onboarding.
- **Digital Training Innovation:** Created Glass Rack simulators providing digital representations of hardware not physically accessible to trainees, improving familiarity before live operations.
- **Remote AR Training:** Developed AR-based training setups enabling instructor-led sessions even when instructors and students were in different locations.
- **Multi-Site Deployment:** Supported deployment of Glass Rack Trainers to 3–4 NASA sites for astronaut training, flight controller training, and public outreach.
- **Hardware Replication:** Contributed to the ISS mockup by delivering interactive simulators and 3D printed hardware replicas, enhancing the realism and availability of training hardware.
- **Stakeholder Alignment:** Partnered with engineering and operations stakeholders to prioritize feature requests, deliver iterative improvements, and align tools with mission objectives.

- **Data-Driven Optimization:** Built Power BI dashboards and reporting to track facility usage and support data-driven decisions about resource allocation and lab optimization.

Freelance Product Design & Development

Independent Contractor

Oct 2025 – Present

Provide end-to-end product design and technical development for early-stage SaaS companies, translating complex business requirements into user-centered designs and functional prototypes that accelerate decision-making and client acquisition.

- **Product Design & Strategy:** Serve as sole designer for maritime logistics SaaS startup, collaborating directly with founders, product managers, and engineering teams to translate product vision into actionable designs; prototypes consistently used in investor pitches and client demonstrations.
- **Design System Architecture:** Built comprehensive design system with 20–50 reusable components across multiple product iterations; established component library, interaction patterns, and complete user flows for full-stack web application currently in development.
- **Brand & Marketing Assets:** Created brand guidelines, client presentation packages, and logo variations for targeted marketing campaigns; design package directly supported customer acquisition efforts and maintained visual consistency across contractor teams and internal stakeholders.
- **Interactive Prototyping:** Developed high-fidelity Figma prototypes enhanced with Figma Make to demonstrate complex component interactions and user workflows; enabled stakeholders to validate concepts and make design decisions before engineering investment.
- **Technical MVP Development:** Utilized AI tools to build functional proof-of-concept using Next.js, Cesium.js, and Supabase for internal demonstrations, accelerating product validation and stakeholder alignment on technical feasibility.

CORE COMPETENCIES

Product Strategy & Road mapping • Backlog Prioritization • Stakeholder Engagement • Cross-Functional Leadership • User Research & Feedback Loops • Data-Driven Decision Making • Agile/Scrum • XR & Simulation Technologies • Training & Enablement • UX/UI Design • Technical Prototyping

TECHNICAL SKILLS

Product & Collaboration: Jira, Confluence, Teams, Slack

XR & Simulation: Unity 3D, Unreal Engine, CAD modeling, digital twins, 3D scanning & printing, Blender 3D

Development & Data: Python, C#, Power BI, Supabase

Design & UX: Figma (wireframing, prototypes, design systems), Figma Make, Adobe Creative Suite, Affinity, image manipulation, brand guidelines

EDUCATION

Bachelor of Arts – Studio Art (Graphic Design)

University of Alabama in Huntsville