

Manuel Sainsily

Currently XR Design Manager - Unity Technologies

I manage a team of ten senior designers and researchers on the topics of User eXperience (UX), Human-Computer Interaction (HCI) and eXtended Reality (XR). We use human-centred design to create products, services, and experiences that improve the lives of millions of people.

Recent Experiences

Sep 2019 - Jan 2021
Montreal, Canada

Sr. UI/UX/XR Designer & Haptics Researcher - Immersion

I joined the Montreal research lab to help define the computer-human interactions of tomorrow by growing the UX design philosophy within the company and our 150+ licensed clients, as well as helping increase the worldwide awareness around haptics (3+ Billion devices using our tech).

Apr 2017 - Aug 2019
Montreal, Canada

Lead XR Design Canada - IBM

I worked at the intersection of progressive strategy, creative vision, and transformational technology, designing interactions across multiple digital channels for both consumers and employees alike. I developed the Canadian Design practice around eXtended Realities (XR) and helped educate clients and employees from various industries.

May 2016 - Mar 2017
Montreal, Canada

Lead UI/UX Designer - Fans Entertainment

I co-developed and maintained the Design System of www.golo.io, as well as the mobile apps and the CMS.

May 2014 - Apr 2016
Montreal, Canada

Lead UI/UX Designer - Mindgeek

I worked on the UI/UX & marketing campaigns of websites attracting a total of more than 100M daily users.

Education

Nov 2010 - Mar 2013
Nov 2008 - Jul 2010

Master of Science in Computer Sciences, SUPINFO
Bachelor of Science in Computer Sciences, SUPINFO

About

Born in Guadeloupe
Based in Montreal

Connect

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