

Gregory Anderson

Human Factors / UX Lead

<https://www.linkedin.com/pub/gregory-anderson-ph-d/60/185/270>

www.andersonux.com

gregoryor@gmail.com

703-209-0241

Summary

- 10 years quantitative and qualitative research
- 10 years user-centered design (UX, UI, IA, and IxD)
- 5 years team management
- 5 years Agile development processes
- Expert level skills with Adobe CC, Axure, Sketch, InVision, Omnigraffle

Skills & Expertise

UX Project Management

Creative Team Management

User-Centered Design

User Experience Research

Information Architecture

Interaction Design

Rapid Iterative Prototyping

Customer Insights

Agile Methodology

Human Computer Interaction

Microsoft Team Foundation Server

Microsoft Project, Office

Omnigraffle, Omniplan

Adobe CC

Axure

Cognitive Psychology

Linguistics

Speech Perception

Achievements

- Stanley H. Caplan User-Centered Product Design Award Nominee
- Mensa member
- GMU High-Potential Graduate Student Scholarship winner

Education

- Human Factors & Applied Cognition (M.S.)
 - George Mason University
- Speech & Hearing Sciences (M.S.)
 - University of Arizona
- Speech & Hearing Science (B.S.)
 - University of California, Santa Barbara

Experience

Human Factors/UX Lead

Carl Zeiss Meditec

January 2016 - Present

- Manage a team of Human Factors engineers and UX designers
- Design, plan and conduct UX research for a variety of purposes, from marketing insights to UI design to product safety
- Lead designer for two flagship medical devices slated to ship in 2017
- Create prototypes, mockups and design specs to communicate information architecture and design vision with product owners and developers
- Work closely with product managers, QA and regulatory teams to generate user testing and validation documentation to meet regulatory requirements
- Mentor HF/UX team members on best research and design practices

User Experience Lead

Fulcrum IT Services LLC

June 2012 – January 2016

- Built and managed a multidisciplinary team of UX researchers and designers
- Scheduled and coordinated multiple, concurrent design projects with cross-functional teams as part of an iterative Agile development/design process
- Communicated with customers and stakeholders to generate interest in new products, gather functional requirements and develop user profiles for current projects
- Drove user-centered design by ensuring continuity and quality of UX research and design
- Created and evaluated high- and low-fidelity prototypes as part of iterative usability research/development process
- Provided vision for new product design and redesign of existing web and application interfaces
- Evangelical promoter of usability ideals and the value of user experience design to projects and organizations
- Projects included: large-scale website redesign, development of new interactive tools for touch-enabled tablets, UI for enterprise data warehouse, design and development of numerous enterprise applications for the National Assessment of Educational Progress (NAEP).

Human Factors Engineer

Human Solutions, Inc.

February 2011 - June 2012

- Managed the documentation and review process for the most comprehensive task analysis of En Route ATC duties in FAA history
- Designed and evaluated enterprise level digital control and information systems using rapid prototyping, cognitive walkthroughs, field studies and heuristic reviews

UX Research Assistant
George Mason University

August 2007 - February 2011

- Conducted research on complexity and scaling relations in human behavior, including speech perception and production.
- Managed multiple student research assistants on various research projects.
- Worked with student team to redesign the website for the Human Factors and Applied Cognition program, using current best design practices.

(information about my prior career as a speech-language pathologist available on request)