MA

Michael
ANDERSON

AR/VR RESEARCH LEAD

As a Frontier Technology Researcher with a focus on augmented reality (AR) and virtual reality (VR), I have spent the past 6 years exploring the intersection of technology and user experience. My journey began with a degree in graphic design, which eventually led me to delve into the technical aspects of AR and VR development.

WORK EXPERIENCE

AR/VR RESEARCH LEAD

Immersive Tech Solutions

2020 - 2025

- Directed the development of an AR application that increased user engagement by 60%.
- Collaborated with designers and engineers to create VR experiences for educational platforms.
- Conducted user testing sessions that informed design improvements, enhancing overall user satisfaction.
- Presented innovative AR projects at tech expos, attracting interest from potential investors.
- Managed project timelines and budgets, ensuring on-time delivery of key milestones.
- Trained team members on the latest AR/VR technologies and best practices.

USER EXPERIENCE RESEARCHER

NextGen Reality

2015 - 2020

- Conducted research on user behavior in VR environments, leading to actionable insights for product development.
- Utilized design thinking methodologies to enhance user interface designs for VR applications.
- Collaborated with marketing teams to promote new AR products and gather user feedback.
- Produced comprehensive reports on user experience trends, guiding future development efforts.
- Engaged with the developer community to share knowledge and foster collaboration.
- Participated in workshops to refine AR/VR skills and keep abreast of emerging technologies.

CONTACT

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SKILLS

- Augmented Reality
- Virtual Reality
- User Experience
- Project Management
- Design Thinking
- Team Collaboration

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR'S IN GRAPHIC DESIGN, RHODE ISLAND SCHOOL OF DESIGN

ACHIEVEMENTS

- Received the 'Best Innovation Award' at the 2021 Tech Conference for an AR project.
- Increased user retention rates for VR applications by 35% through design improvements.
- Published articles in industry-leading journals discussing the future of AR/VR technologies.