

Andrew Lilja, user experience designer

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Work **GUSTAVUS ADOLPHUS COLLEGE**

Visiting Professor, 2021

I was invited to teach an introductory course on human-computer interaction. I developed a brand-new curriculum that focused on the fundamentals of HCI and UX, discussing foundational theory of psychology, interaction design, graphic design, and user experience design with an

emphasis on how current theory applies to fieldwork. Students conducted a full user experience research project, conducting research to identify stakeholder needs, designing and usability testing their new UI, and presenting their work and results to their peers.

GOMOLL RESEARCH AND DESIGN

User Experience Consultant, 2015–Now

My work at Gomoll has involved a wide range of responsibilities across numerous industries. Broadly, I work with clients to determine stakeholder needs, conduct user research to understand what their users want and identify problems with any existing user interfaces, and work with interdisciplinary teams to develop UI prototypes and concepts.

Previous clients include Medtronic, Bio-Rad, Modern Hire, Histosonics, and SPR.

I have organized, written, and executed mission-critical testing efforts, covering all steps of the research and design process. I have extensive experience in initial fact-finding, user needs identification, and analysis of those findings. For all clients, I have been responsible for wireframing, testing, and the design iteration processes, as well as high-fidelity prototyping and development hand-off.

IOWA STATE UNIVERSITY

Research Assistant, 2013–2015

I was responsible not only for my own research, but was one of two developers on our lab's flagship VR platform, VirtuTrace. In my time at the lab, I rebuilt the physics engine from scratch to support physical forces like gravity and acceleration, and redesigned a new after-action review system.

The new UI replaced clunky keyboard controls with an Xbox gamepad and head tracking to allow naturalistic movement within a CAVE. The interface supported simultaneous users, even those that were not co-located within the virtual environment.

Education **M.S., human-computer interaction**

Iowa State University, 2013–2016

B.A., psychology with a neuroscience minor

Gustavus Adolphus College, 2009–2013