

# Michael Andryauskas

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## EDUCATION

Bentley University - Graduate School of Business, Waltham, MA

**Masters of Science**, *candidate* GPA: 3.75

May 2018

Human Factors in Information Design

Rensselaer Polytechnic Institute

**Bachelors of Science** GPA: 3.81

May 2011

Major: Game & Simulation Arts & Sciences/Electronic Arts

Minor: Computer Science

## TECHNICAL SKILLS

**Software:** Unity3D, Blender, Siemen Classic Jack, Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Autodesk Maya, GitHub, Axure, Adobe Photoshop CC, Adobe Illustrator

**Skillset:** Heuristic Evaluation, User Testing & Analysis, User Research Planning & Execution, Note Taking, Ethnography, Wireframing

**Programming Languages:** C#, Javascript, HTML5, CSS3, jQuery, C++, XML, PHP, MySQL

## PROFESSIONAL EXPERIENCE

General Dynamics Mission Systems, Taunton, MA

Started June 2017

### User Experience Research Intern

- Conducted Heuristic Evaluations and created Human Factors Analysis Reports for Military Equipment.
- Took notes during User Engagements to record insights from users.
- Established an Extended Reality laboratory for the User Research team.
- Created Models and established lighting for a Virtual Reality Initiative.

Muzzy Lane Software, Newburyport, MA

Feb 2012 – May 2015

### UI/Content Developer

- Co-Designed and Implemented the User Interfaces of various educational titles, including (but not limited to) Making History: The Great War and National Geographic's Underground Railroad.
- Assisted in implementing game scenarios for McGraw-Hill's Practice Medical Office and Past/Present.
- Modeled the naval ships for Making History: The Great War.

## PERSONAL EXPERIENCE

Shock Jocks

Released Oct. 2015

### Designer/Programmer/Artist

- Created a game where two players share an iPad that combines table tennis, multitouch functionality, and resource management
- Showcased Shock Jocks at the Boston Festival of Indie Games, where local independent developers display their projects for public viewing.

## CREDENTIALS

**Virtual Reality Nanodegree**, Udacity, Completed Mar. 2018

**Basic Course in Social & Behavior Research**, CITI Program, Expires Feb. 2020

**Students RCR**, CITI Program, Expires Feb. 2020

## COMMUNITY INVOLVEMENT

**Member**, Bentley VR Lab

Joined Jan. 2017

- Contributing to the assembly of Bentley's Virtual Reality Lab and the research projects to take place in the lab.