

Cordula Hansen

UX designer and consultant

contact

cordula@cordhan.net

skills

Ethnography
User interviews
Usability and preference testing
Heuristic analysis
Personas
Business requirements

User flows
Site maps
Rapid prototyping
Design documentation

Adobe Photoshop, Illustrator, XD
Balsamiq
InVision
Sketch
HTML5
CSS3
JavaScript (beginner)
Unity 3D
Native VR modelling

Project management
Scrum
Personal Kanban

Writing for publication
Fluent in English and German

about

Design researcher turned UX designer and consultant with a well-developed talent for distilling complex information into actionable insights and a passion for new technologies.

experience

since 2018 - Dublin-based

Freelance UX designer and consultant

Heuristic analysis, evidence-driven web designs for multiple private clients. Designing and delivering student-centred VR workshops at university level. Design and build of experimental immersive environments.

2005-present - Waterford Institute of Technology

Research supervisor and lecturer in design

Founded and managed WIT Research Group for Design and Social Innovation (DASI), including funding acquisition, recruitment of PhD researchers.

Design, quality assurance and delivery of educational programmes from undergraduate to postgraduate level. Managed course content and weekly lectures on graphic design, research methods and business modules.

Organised and facilitated UX design summer schools for graduates, researchers, colleagues and industry collaborators.

2014-2016 - Shannon Flight Simulator Centre

Simulator instructor (B737-800)

Guiding and instructing customers during flight experience sessions. Acting as pilot monitoring for airline assessment preparatory flights.

education

2018 - CareerFoundry

Certified UX designer with front-end specialisation

500+ hours online mentored hands-on UX training. Completion of end-to-end UX case study from generative research to developer hand-off. Front-end specialisation.

2004-2008 - Waterford Institute of Technology

PhD in interdisciplinary cultural studies

Ethnographic study and discourse analysis: The Role of the Art Practitioner in Theoretical Archaeology.

1998-2001, 2002-2003 - Waterford Institute of Technology

BA(Hons) in visual art

Specialisms in sculpture, multimedia installation and arts management.

sample publications and projects

2018 - Maynooth University

Emotional Data in a Smart City - VR environment

Commissioned by Building City Dashboards Research Group, Maynooth University. Funded by Science Foundation Ireland (SFI).

2017 - 404 Tech Meetup

PalmHouse Philosophy - VR artwork

Virtual Reality Artwork Demo using Google Tiltbrush and Google Cardboard Prototype Exhibit Royal Hospital Kilmainham, Dublin.