

# Cordula Hansen

VR Developer and UX Designer

## About

Artist and design researcher turned VR developer and UX designer specialising in well-crafted VR content.

## Contact

Dublin, Ireland

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cordhan.net

## Skills

### Design Research Skills

Ethnography  
User interviews  
Usability and preference testing  
Heuristic analysis  
Personas  
Storyboarding  
User flows  
VR information architecture  
Rapid prototyping  
Client presentations

### Tools

Unity 3D  
HTML5  
C#  
CSS3  
JavaScript  
Adobe Photoshop, Illustrator, XD  
Balsamiq  
InVision

### Project Management

Agile project management  
Scrum  
Kanban  
VR Collaboration

### Communication Skills

Writing for publication  
Proposal and grant writing  
Video editing  
Facilitating workshops and meetings  
Fluent in English and German

## Experience

### Self-employed (Dublin, Ireland)

#### VR Designer and Developer

2019-present

Working as VR designer and developer specialising in immersive media, such as VR, AR, XR and experiential spatial design.

Facilitates virtual reality demos, instruction and events for corporate clients. Prepares business analysis for immersive brand experiences. Conducts heuristic analysis and user research for immersive projects. Creates storyboards, 3D prototypes and complete XR experiences (portfolio).

### Waterford Institute of Technology (Waterford, Ireland)

#### Director and Principal Investigator

2016-2018

Founded and managed WIT Research Group for Design and Social Innovation (DASI) to facilitate interdisciplinary collaboration and prevent working in silos. Won funding for a PhD scholar to be recruited for a four-year research project.

### Research Supervisor and Lecturer in Design

2005-2018

Designed and delivered student-centric 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 to increase awareness about tech-relevant design paradigms and to integrate industry-relevant content into coursework, increasing students' employment prospects.

## Education

### VR High-Immersion Nanodegree (2019-)

#### Udacity

VR Design, Advanced Unity 3D, Performance and Publishing

### Certificate in UX Design with Front-End Specialization (2019)

#### CareerFoundry

Intensive training programme for UX Designers, specializing in UX process and methodology that includes user research, user journeys, user personas, testing, information architecture and visual design fundamentals. Designed real world projects using InVision and Adobe XD.

### PhD in Art and Archaeology (2008)

#### Waterford Institute of Technology

"The Role of the Art Practitioner in Theoretical Archaeology". Published in peer-reviewed journals and presented at international conferences.

### BA(Hons) in Visual Art (2003)

#### Waterford Institute of Technology

Specialisations in sculpture, multimedia installation and arts management.

## VR projects

### Emotional Data in a Smart City - VR environment (2018)

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

### PalmHouse Philosophy - VR artwork (2016-2018)

Virtual Reality Artwork Demo using Google Tiltbrush, exhibited at 404 tech meetup, Autodesk and Google Developer Group Hackathons in Dublin.