

MARVIN ANDUJAR

UX Research Manager

📞 8645081678 @ marvinandujar@gmail.com 🔗 www.linkedin.com/in/marvinandujar 🔗 www.marvinandujar.com/portfolio 📍 Tampa, FL

SUMMARY

A UX research professional with over 10 years of experience in user experience design and research, expert in human-computer interaction and neurotechnology. Key achievements include founding and directing a research lab that published over 40 research papers and securing over \$500,000 in research funding. Seeking a UX Research Manager position at Auth0, where user experience design and research skills will be brought to support the mission of delivering products and experiences that fulfill user needs.

EXPERIENCE

Research Scientist

University of South Florida

📅 08/2017 📍 Tampa, FL

- Founded and directed a research lab, mentoring over 50 researchers and streamlining workflows to increase lab productivity by 10%, ensuring efficient project completion
- Spearheaded innovative and multidisciplinary research projects that bridged critical technological domains, driving breakthrough insights in human-computer interaction (HCI), VR/AR experiences, human-drone interaction, and neurotechnology innovation
- Secured over \$500,000 in research grants, including an initial \$350,000 lab startup budget, funding personnel, equipment, and travel for research conferences
- Published 46+ peer-reviewed research papers in leading HCI and UX venues, advancing industry knowledge in brain-computer interfaces and cognitive workload analysis
- Delivered a TEDx talk on Brain-Drone Racing, featured in 600+ media outlets, showcasing expertise in brain-machine interfaces and human performance analytics

Junior Research Scientist

University of Florida

📅 08/2014 - 07/2017 📍 Gainesville FL

- Performed usability studies for an accessible voting technology, resulting in a 35% improvement in user navigation and interaction for individuals with varying accessibility needs
- Streamlined participant recruitment for voting and cognitive studies by increasing the pool size by 20% using digital outreach strategies

Graduate User Experience Technical Intern

Intel

📅 05/2015 - 08/2015 📍 Hillsborough, OR

- Neurotechnology Research & Funding Acquisition: Obtained \$300,000 in strategic funding by articulating the potential of a groundbreaking neurotechnology initiative to top-level executives, translating research insights into a persuasive business opportunity
- Product Roadmap Development: Developed a strategic roadmap for mobile applications in emerging markets, conducting extensive user research across diverse economic and cultural contexts to identify key pain points and opportunities

Human Factors Engineer Intern

Intel Labs

📅 05/2013 - 08/2013 📍 Santa Clara, CA

- Driver Distraction System Development: Design, developed, and evaluated an advanced cognitive workload detection system, integrating eye-tracking and brain activity monitoring to improve driver safety, achieving 99% detection accuracy
- Innovation & Industry Recognition: Won 1st place in Intel Labs Technology Fair Innovation Competition for outstanding contributions to human factors engineering and cognitive interaction research

LANGUAGES

English

Proficient



Spanish

Proficient



SKILLS

Survey Design

Virtual Reality

Wireframing

UX Research

SPSS

Qualtrics

Balsamic

Electroencephalography (EEG)

Asana

Cognitive Workload Analysis

Electromyography (EMG)

Product Roadmap Development

EDUCATION

PhD in Human Centered-Computing

University of Florida

📅 06/2012 - 07/2017 📍 Gainesville, FL

B.S. in Computer Science

Kean University

📅 09/2007 - 06/2012 📍 Union, NJ

B.A. in Mathematical Sciences

Kean University

📅 09/2007 - 06/2012 📍 Union, NJ

AWARDS AND PATENTS

📌 Patent

Andujar, Marvin and Rupal Agarwal. System of and method for predicting and/or casting a vote via brain activity, US 12175801, December 24, 2024.

📌 46 Research Publications

📌 Top 10 under 40 in Tampa Bay, FL, 2022

📌 4 Defense Innovation Awards at TechConnect Conference, 2022

📌 Generation Google Scholar, 2014

📌 1st Place, Intel Labs Country Fair Research, 2013

SELECTED PUBLICATIONS

Garcia, S., & Andujar, M. (2023, October). Capturing Quantitative Data from UI Prototypes for AR and VR Using Online Remote User Testing. In 2023 IEEE International Conference on Systems, Man, and Cybernetics (SMC) (pp. 1543-1548). IEEE.

Lewis, T., Agarwal, R., & Andujar, M. (2023, October). Distance Metric-Based Classification Comparisons for a Brain-Computer Interface Authentication. In 2023 IEEE International Conference on Systems, Man, and Cybernetics (SMC) (pp. 4714-4719). IEEE.

Agarwal, R., & Andujar, M. (2022). Neuro-Voting: An Accuracy Evaluation of a P300-Based Brain-Computer Interface for Casting Votes. In International Conference on Human-Computer Interaction (pp. 409-419). Springer, Cham.