

Rorik Henrikson, PhD.

Product Designer / UX Researcher / Developer / Prototyper

Drawing on his background in Human-Computer Interaction (HCI), Rorik is driven to create real-life magic through engaging "user-friendly" experiences.

Both while leading groups and working individually at companies such as Meta, and Chatham Labs, Rorik has developed novel solutions to complex problems using technologies such as Mixed Reality (VR / AR / XR), micro projectors, and AI. Employing techniques including user experience research (UXR) and user-centred design (UCD), he explores creative ideas, synergizes and adapts knowledge from diverse cross-functional teams, and organizes and motivates teams to deliver in a professional and timely manner.



Contact

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Education

2017
PhD. in Human Computer Interaction (HCI)

University of Toronto

2012
Masters of Computer Science
Human Computer Interaction

University of Toronto

Hard Skills

- C++ / C#, Python, Javascript
- Human Computer Interaction
- Prototyping
- UX / UI Research & Design
- VR / AR / Stereoscopy

Soft Skills

- Strong communicator
- Creative problem solver
- Self Motivated
- Excellent team player
- Empowering leader

Languages

🇬🇧 English
🇫🇷 French (Spoken)

Professional Experience



Brucan Technologies Corp.

Production Manager | Developer | Owner 2023 - Present

Empowering visionaries by creating innovative tools for artists in the AR/VR community, resulting in better and stunning results.

- Employed user-interviews, questionnaires, and usability testing to understand pain-points and limitations, to craft a user-friendly stereoscopic storyboard tool; the prototype was used by a professional film team, helping to [win a prestigious 3D Lumière award](#)
- Organized and executed the design, development, user testing, debugging, and production, for a published user application
- Managing all business aspects of the company, resulting in the launch of [Storeoboard \(for Windows\)](#)



Meta's Reality Labs Research (Formerly Facebook Reality Labs)

Research Scientist | Toronto, ON 2020 - 2022

Re-imagining future interactions through research, design thinking, creating requirements, user stories, simplification, and prototypes for novel AR & VR interactions.

- Constructed and oversaw interactive prototypes and iterations for alternative interactions, experienced by over 125 employees
- Employed Figma, Unity, and Python to design mock-ups and research studies to explore ideas leading to new potential directions for user interactions in VR & AR, culminating in 5 interactive prototypes
- Assembled and lead a team of 4 to explore and agree upon common vocabulary and definitions, resulting in better cross-functional collaboration between 4 research teams
- Researched, mentored interns, and worked on projects resulting in 3 scientific papers, five patents, and 2 top-tier conference proceedings



Chatham Labs

Senior Research Scientist | Co-Founder | Toronto, ON 2018 - 2020

Performed interaction research; Applied user-centered design approaches to explore new interaction concepts in AR & VR.

- Built, ran, and oversaw an empirical user research study with more than 30 participants, and analyzed the data to better understand users' interactions for a better end-user experience in novel VR settings
- Created an API for easy integration of researched interaction model
- Brainstormed and generated user stories, storyboards, wireframes, mock-ups and prototypes in Unity (following Agile methodology), allowing for a better understanding of user interactions in VR & AR systems
- Wrote and presented a top-level conference paper at CHI'20, improving pointer predictions in VR