

Christopher C. Berger

Senior UX Researcher

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PROFILE

I have 15+ years of industry and academic research experience conducting quantitative and qualitative research as a mixed methods researcher, and a background in the fields of experimental psychology, perceptual neuroscience, and human-computer interaction. I am passionate about using generative, strategic, and evaluative research to drive user-centric product design, development, strategy, and decision-making.

EDUCATION

Ph.D in Neuroscience

Karolinska Institute

Aug 2011 – June 2016

M.A. in Experimental Psychology

San Francisco State University

Aug 2008 – May 2010

B.A. in Psychology

San Francisco State University

Aug 2004 – May 2008

SKILLS & STRENGTHS

Quantitative Methods

Qualitative Methods

Project Management

Product Strategy

Data Synthesis & Triangulation

International Research

Communicating Research

Survey Methods

Statistics

Mentoring

Technical Skills

R

Qualtrics

SPSS

A/B Testing

SQL

Python

EXPERIENCE

Meta (Facebook) – Senior UX Researcher

Nov 2020 – Jan 2023

Remote Location - Los Angeles

Worked closely with cross-functional partners (product managers, designers, engineers, and other researchers) to develop research priorities.

Led and executed tactical and strategic quantitative and qualitative research across several product areas, including messaging and video calling on Messenger and Instagram, and AR effects and avatars on flatscreen devices.

Combined UXR and Data/Metrics insights to define key performance indicators for 0-1 product spaces, generate experiential frameworks, definitions of success, and to track and evaluate progress.

Synthesized, socialized, and communicated impactful insights with cross-functional partners across the company, including leadership, to shape product strategy and roadmaps.

Microsoft – Visiting Research Scientist

Jul-Sept 2020 & May-Sept 2017

Redmond, WA

As a human perception expert, I was brought on to Microsoft Research to consult on several research projects involving virtual and augmented reality in 2017, and again in 2020, resulting in several external publications in highly regarded scientific journals (e.g., Science Robotics) and popular science publications (e.g., Scientific American).

I developed, managed, and executed human-computer interaction research using mixed methods, and socialized and communicated research insights to internal and external stakeholders including conferences and public speaking appearances (e.g., SXSW) to impact future product development and improve the user experience of the next generation of spatial computing technologies.

California Institute of Technology – Senior Research Scientist (Post-Doc)

Oct 2017 – Nov 2020

Pasadena, CA

As a research lead, I developed, managed, and executed a research program that took a novel approach to understanding the user experience and performance of sensory substitution devices for blind and deaf people, resulting in several high impact publications in highly regarded scientific journals, a 1.25 million dollar research grant, and a US patent.

Mentored undergraduate and graduate students in research methods, statistics, and spatial computing technologies (e.g., VR, Mixed-Reality), and gave guest lectures in undergraduate courses.

Note: Above work history is abridged – for a more comprehensive work history, please see Linked In profile @ <http://linkedin.com/in/christopher-c-berger-ph-d-11bb479/>

RESEARCH HIGHLIGHTS

STAT Wunderkind

I was selected as one out of hundreds of nation-wide nominees for 2018's Wunderkind Award honoring early-career researchers based on their research achievements.

Science Robotics Cover Article

My research paper, "The Uncanny Valley of Haptics," was selected as the cover article for the April (2018) issue of Science Robotics, for its significance in understanding the user experience in Human-Robot interactions

International Postdoctoral Research Grant

I was selected as one out of hundreds of applicants to receive a research grant based on academic success & an independently conceived & designed research plan (3 yrs (2017-2020) & \$320,000).