

# ALEX RUDNICKI

UX Researcher | Accessibility | Mixed-Methods Product Research | Human-AI Interaction  
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## SUMMARY

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UX researcher with 3+ years of experience in complex product systems, accessibility, human-AI interaction, and mixed-methods product research. Led and supported high-scale technical UX studies across Apple, Meta Reality Labs, and academic research environments, including longitudinal field studies, AI model evaluation, usability testing, accessibility research, and scaling research operations. Experienced in translating complex qualitative, quantitative, and behavioral data into product requirements, protocol improvements, and evidence-based recommendations.

## EXPERIENCE

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**Graduate UX Researcher, Responsible AI** — RAISE Lab, DePaul University 09/2025 – 04/2026  
*Responsible AI Systems & Societal Experiences · Remote*

- Co-developed a practitioner-facing responsible AI evaluation framework and white paper, synthesizing 30+ HCI, AI ethics, and data policy sources into criteria that help product teams assess trust, transparency, user control, and downstream risks in data-intensive systems.

**Graduate UX Researcher, Accessibility** — DITAVA Lab, DePaul University 06/2025 – 04/2026  
*Digital Integration of Text & Audio-Visual Accessibility · Remote*

- Led a mixed-methods preference study with Deaf and Hard-of-Hearing (DHH) participants evaluating 18 AI-based text styling designs for skimming support, extending AI reading research to an underrepresented population.
- Built recruitment, consent, and ASL-interpreted session workflows for a DHH accessibility study, making communication access part of the research design and improving protocol consistency across mixed-methods sessions.
- Facilitated ASL-interpreted research sessions with DHH participants, coordinating accessible communication across participants, interpreters, and researchers.
- Analyzed 1,000+ videos across YouTube, TikTok, Instagram, and X for an NSF-funded accessibility initiative, surfacing cross-platform accessibility gaps that shaped recommendations for more accessible video experiences.

**User Experience Researcher** — Apple (*Contract*) 01/2025 – 06/2025  
*Cupertino, CA · On-site*

- Owned device deployment, participant workflows, and in-field data capture across longitudinal field and lab studies with cohorts of 100–2,000 participants, enabling reliable real-world data collection for consumer health research.
- Conducted 150+ participant sessions across lab and field settings, managing study flow, participant readiness, and real-world data capture during physical activity.
- Synthesized behavioral, physiological, and qualitative data into insights that informed product requirements and algorithm evaluation for a consumer health product.
- Accelerated study cycle time by reducing participant friction, clarifying session protocols, and minimizing data continuity risks, more than doubling study throughput per quarter.
- Partnered with research, engineering, and operations teams to convert real-world study findings into protocol improvements and product performance requirements.

**User Experience Researcher** — Meta Reality Labs (*Contract*) 08/2022 – 02/2024  
*New York, NY · On-site*

- Led multiple concurrent studies on Meta's AI-powered neuromotor wristband, applying usability, RITE, behavioral, and physiological methods across thousands of participants to generate

foundational datasets that drove ML model development, product decisions, and a peer-reviewed *Nature* publication.

- Evaluated AI-assisted handwriting and gesture input interactions, translating participant behavior into product readiness signals for emerging neuromotor interface experiences.
- Assessed calibration and onboarding flows for user-specific AI models, identifying friction points that affected participant experience, task validity, and model evaluation quality.
- Led rapid iteration studies by identifying usability issues during live sessions and feeding observations into same-cycle protocol and interaction refinements.
- Managed on-site operations for a Meta research expansion, coordinating external vendors and agency partners to increase participant representation by 25% and broaden ML training data collection.
- Coordinated participant intake, consent, readiness, and comfort workflows across high-volume neuromotor studies involving emerging human-AI systems and physiological data.

## PUBLICATION

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*A generic noninvasive neuromotor interface for human-computer interaction* — *Nature*, 07/25  
Research Contributor, CTRL-labs at Meta Reality Labs

## EDUCATION

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**MS, Human-Computer Interaction** — DePaul University, Chicago, IL      4.0 GPA, With Distinction  
**Award:** Authorship Contribution Award, RAISE Lab (June 2026)

**Coursework:** Accessibility · Human-Centered AI · Generative AI Systems · Cognitive Science ·  
Human-Centered Security · Mixed-Methods User Research

**BA, Psychology** — Northern Illinois University, DeKalb, IL      4.0 GPA, Summa Cum Laude

## CORE EXPERTISE

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- **Research Strategy:** Study prioritization, research roadmapping, storytelling, XFN partnership, stakeholder alignment, vendor and agency management, research operations, journey mapping, growth UXR
- **Mixed-Methods Research:** Experimental design, surveys, RITE, diary/longitudinal studies, usability testing, in-depth interviews, contextual inquiry, benchmarking, concept testing, participatory design
- **AI & Human-Centered Systems:** Human-AI interaction, AI system evaluation, AI transparency and explainability, responsible AI, generative AI UX, trust and safety, AI governance frameworks
- **Accessibility:** WCAG, inclusive study design, assistive technologies, disability-centered recruitment, adapted research protocols, research with Deaf/HoH and Blind/Low Vision communities
- **Tools:** Python, R, SPSS, Tableau, Qualtrics, ATLAS.ti, Notion, UserTesting, dScout, Prolific, Figma, FigJam, Jira, LLM-assisted research workflows (e.g., Claude, ChatGPT, NotebookLM)
- **Languages:** English (Native), American Sign Language (Conversational)

## LEADERSHIP

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**Mentor** — Project Launch, NIU Department of Psychology      01/2025 – Present  
*Remote*

- Coached psychology undergraduates through one-on-one career development, tailored workshops, and structured assignments. Two mentees went on to secure internships aligned with behavioral science and research.