Giles M Anderson Ph.D.

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Personal statement

I want to help people by making systems easier and more enjoyable to use. My approach is centred on the user and informed by data. Working in crossfunctional, agile environments, I gather a well-rounded understanding of people's behaviour. I then use my problem-solving skills, knowledge of design, and experience of usability testing to work with the team to create, iteratively test, and improve the system we are working on.

Employment

	Employment	
	04/2021-present	User Researcher, Giles Anderson Consulting Ltd
		Consulting on research project with the University of
		Birmingham and charity Street Soccer.
	10/2020-04/2021	User Researcher, Gambling Commission
		Work in a cross-functional team to improve the usability
		and accessibility of the website of the Government's
		gambling regulator.
	01/2020-03/2020	User Researcher, Education and Skills Funding Agency
		Worked in a cross-functional, agile team alongside
		interested stakeholders to improve how learning providers
		use Government funding systems. Contract ended due to
		the pandemic.
	01/2019-01/2020	User Researcher, Citizens Advice
		As part of a cross-functional team, planned and led research
		to understand how a complex user base used the internal
		case management system, and informed design solutions
		before iteratively testing the improvements with users.
	01/2017-01/2019	User Experience Researcher & Designer, Packt Publishing
		At Packt, which publishes online learning resources for
		coders, I introduced research methods and user-centric
		practices to improve how users accessed our subscription
		and ecommerce sites, and app.
	03/2016-01/2017	UX Consultant, Your Mum consultancy
		Analysed and interpret qualitative and quantitative data to
		aid the understanding of user behaviour and motivation.
	04/2012-06/2015	Lecturer & Research Fellow, Oxford Brookes University

Education

10/2005-09/2009	Ph.D.: Cognitive psychology, University of Birmingham
10/2004-09/2005	Masters of Research: Cognition and Neuroscience,
	University of Birmingham
10/2002-07/2004	Conversion Diploma in Psychology, London Metropolitan
	University

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Skills

	Example of my experience	Project
Ethnographic observation	Visited local offices to observe workarounds used to book appointments with clients.	<u>Casebook case-</u> management system, Citizens Advice
User interviews	Discussed with subscribers the subscription fitted in to their day-to-day learning.	Subscription service, Packt
Survey design	Created a large-scale survey to investigate how people in the network booked appointments with clients.	<u>Casebook case-</u> management system, Citizens Advice
Personas	Created personas from a combination of quantitative and qualitative data.	Subscription service, Packt
Creating prototypes	Created Balsamiq and Axure prototypes of the site to test with users.	Transactional site, Packt
Remote usability testing	Remotely tested an improvement to the calendar with users across the network.	<u>Casebook case-</u> <u>management system</u> , Citizens Advice
Face-to-face usability testing	Investigated whether people working in higher education can use an alpha prototype to complete key tasks.	<u>Find a learning Aim</u> , Education Skills Funding Agency
Analysing quantitative data	Identified patterns within large-scale survey and e- commerce data.	Subscription service, Packt
Analysing qualitative data	Ran affinity mapping sessions on the findings from remote usability testing of the alpha microsite.	Reduce Gambling Harms microsite, The Gambling Commission
Card sorting	Ran and analysed card sorting sessions to determine ideal content categories for the new design.	Transactional site, Packt
Sharing results with stakeholders	Outlined the results of testing the new design of the Reduce Gambling Harms microsite to the business.	<u>Reduce Gambling Harms</u> <u>microsite</u> , The Gambling Commission

Software

Prototyping	Axure, Balsamiq
Analytic tools	Hotjar, Mouseflow, Lookback, Google Analytics