

# Rey Verdugo

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## HUMAN FACTORS ENGINEER / UX RESEARCH • SYSTEMS & SAFETY-CRITICAL MINDSET

- M.S. Human Factors / Systems Engineering with 22+ years delivering high-stakes design and documentation in regulated, deadline-driven environments.
- Hands-on experience with usability evaluation, task-oriented workflow analysis, and translating findings into clear, stakeholder-ready recommendations.
- Strengths in technical communication, cross-functional coordination, and producing accurate, compliant deliverables with disciplined version control.

## CORE COMPETENCIES

- Task analysis (workflow decomposition) • requirements support • functional analysis (as applicable)
- Human-system interface (HSI) / UX evaluation • usability testing • survey-based feedback collection
- Data organization and analysis (Excel-based) • synthesis • reporting and briefings
- Stakeholder facilitation • workshop/feedback sessions • action-item tracking
- Prototype support (Figma/Adobe XD) • information design • presentation development

## TOOLS

- Figma, Adobe XD, Maze (user insight/testing)
- Adobe Creative Cloud (InDesign, Illustrator, Photoshop)
- Microsoft Office (Word, Excel, PowerPoint)
- 3D / simulation tools (familiar): Blender, Adobe Substance, Autodesk Fusion 360, Unreal Twinmotion
- Systems engineering tool (familiar): Vitech CORE

## SELECTED HUMAN FACTORS PROJECT

**Embry-Riddle Aeronautical University — Prescott, AZ** | M.S. Thesis — Cognitive & Usability Study of Speech and Language Pathologists' Interface Design | Dec 2021

- Planned and executed an applied human factors study focused on interface engagement and workflow clarity for clinical documentation tasks.
- Performed task-oriented analysis and usability evaluation; synthesized findings into prioritized, actionable recommendations.
- Produced stakeholder-ready reporting (written deliverables and presentation materials) to communicate results and next steps.

## PROFESSIONAL EXPERIENCE

**Embry-Riddle Aeronautical University — Prescott, AZ** | Graphic Designer | Mar 2018 – Jan 2024

- Led design and production of print and digital communications, collaborating with internal stakeholders to clarify objectives and ensure accuracy.
- Executed long-term campaigns within schedule and budget constraints; maintained documentation and production standards for repeatable delivery.

- Prepared production-ready assets for multichannel use (print, digital, and video), ensuring quality control through final output.

**General Dynamics — Scottsdale, AZ** | Proposal Development Designer | Jan 2017 – Mar 2018

- Supported government and commercial proposal development from intake through submission in a compliance-focused environment.
- Interpreted solicitation requirements and supported compliance validation; coordinated reviews, revisions, and final packaging of deliverables.
- Developed proposal graphics, white papers, and presentation materials while managing version control and tight deadlines.

**First Things First — Phoenix, AZ** | Senior Graphic Designer | Jan 2013 – Jan 2017

- Designed and produced materials for internal and external audiences (publications, reports, signage, advertising, templates, and collateral).
- Provided design consultation and brand consistency review for distributed contributors and partner teams.
- Managed and developed a digital asset management system to improve findability, reuse, and governance of brand assets.

**EDUCATION**

**Embry-Riddle Aeronautical University — Prescott, AZ** | M.S., Human Factors / Systems Engineering | Graduated Dec 2021

Thesis: A Cognitive and Usability Study of Speech and Language Pathologists' Interface Design

**Arizona State University — Tempe, AZ** | B.S., Graphic Information Technology | Graduated Dec 2011

**RELEVANT COURSEWORK (SELECTED)**

Human Cognition; Human Performance & Error; Research Methods; Statistical Analysis; Ergonomics & Biomechanics; Cognitive Systems Engineering; Virtual Environments/Robotics; Systems Engineering