

Alex J. Lisko

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PROFESSIONAL EXPERIENCE

Apple

Sept 2021–Present

UX Researcher - Human Factors & Product Systems Quality, Cupertino, CA

June 2025–Nov 2025

- Initialized and scaled user research for a major Apple Vision Pro initiative, designing and executing empirical studies to evaluate comfort, perceptual quality, and human-system interaction metrics at scale.
- Served as DRI (*Directly Responsible Individual*) for Apple's fastest large-scale validation study, establishing rigorous protocols to measure complex human dimensions and directly inform critical cross-functional build specifications.
- Analyzed quantitative datasets from 200+ participants, translating complex behavioral and biometric data into visual, executive-ready presentations to guide senior leadership on product launch readiness.
- Designed immersive 3D digital environments across 3 distinct platforms to optimize lab space configurations and testing workflows under compressed product ship cycles.

User Researcher - Apple Intelligence Siri (AIML), Cupertino, CA

Jan 2024–June 2024

- Designed and executed 5 major mixed-methods product evaluation frameworks supporting Apple Intelligence, operationalizing multi-modal and multi-turn conversational AI interactions into observable UX metrics.
- Directed end-to-end design of human annotation projects; authored detailed evaluation guidelines and successfully reconciled conflicts across complex multi-labeled datasets to train underlying AI models.
- Evaluated non-deterministic AI experiences by running 20+ rapid prototype simulations, establishing actionable evaluation criteria to help ML and engineering partners refine system responsiveness.
- Conducted and synthesized 700+ hours of qualitative and quantitative user research (including cognitive interviews and think-aloud protocols) to isolate qualitative patterns in model behaviors.
- Integrated eye-tracking (Tobii) and biometric data across 10+ usability frameworks, translating physical and cognitive workload indicators into concrete algorithmic and UX recommendations.
- Diagnosed conversational constraints (latency, response quality, search intent misalignment), translating technical audio and system limitations into user-centric UX recommendations that increased feature engagement.

Technical Specialist, Scottsdale, AZ

Arizona State Human Computer Interaction Lab

Jan 2021–Dec 2021

Human Systems Engineer (Intern) - Human Machine Teaming, Tempe, AZ

- Programmed synthetic virtual testbed environments in Lua to evaluate human cognitive workload and situational awareness during autonomous search and rescue operations for a high-priority DOD initiative.
- Iterated user-facing copy, tutorial instructions, and interactive UI frameworks within simulation environments, leveraging empirical behavioral data to improve operator training efficiency.
- Mentored 5+ junior engineers on spatial thinking, interactive environment development, and rapid environment scripting.

EDUCATION

MASTER OF SCIENCE - USER EXPERIENCE (UX)

Arizona State University – Ira A. Fulton School of Engineering, Tempe, AZ

- Thesis Project: Led UX design investigations on perceptual systems, integrating universal design, accessibility, anthropometric analysis, and ergonomics for inclusive solutions.

Bachelor of Science (B.S.) Human Systems Engineering

Arizona State University – Ira A. Fulton School of Engineering, Polytechnic Campus

- Capstone Project: Led an end-to-end UX redesign for the Apple Health app, conducting user research to map user journeys and building interface solutions in Figma for formal panel review.

TECHNICAL PROJECTS

Human-AI Interface Ergonomics Pipeline | *Python, Pandas, Seaborn, Git*

<https://github.com/AlexLisko/human-ai-pipeline>

- Architected a local Python telemetry pipeline to simulate and evaluate 150 user interaction trials across Physical Tactile Dials, Touchscreen Glass, and Voice Commands.
- Processed interaction metrics using Pandas to measure motor reaction times (ms), task complexity scaling, and error distributions under varying cognitive workloads.
- Identified **critical UX trade-offs**, discovering touchscreens exhibited a **23.8% error rate** (nearly 4x higher than tactile dials) under high-complexity tasks due to missing physical affordances.

Avionics Engine Information System (EIS) Redesign | *Garmin Human Factors Design Assessment*

<https://alexlisko.com/case-g1000.html>

- Executed an end-to-end Human Factors investigation to redesign the EIS interface for the Cessna 172S, optimizing pilot scan efficiency and cognitive load under high-workload flight regimes.
- Synthesized primary & secondary research by conducting heuristic evaluations of legacy displays, benchmarking competing avionics, and surveying active pilots to map scan behavior and data priority.
- Identified key cognitive patterns, discovering pilots rely on visual trend vectors and rapid state change indicators rather than line-by-line numerical readings.
- Engineered interactive Figma prototypes that implemented semantic color coding (Normal, Caution, Warning) and restructured metric groupings to accelerate interpretation speed and reduce visual clutter.

TECHNICAL SKILLS

- **Research Methods:** Rapid Usability Testing, Mixed-Methods, User Acceptance Testing (UAT), Surveys, A/B Testing, Eye-Tracking (Tobii), Biometrics, Remote/In-Person Testing, Human Annotation Projects, Regression Models, ANOVA.
- **AI & Product Expertise:** GenAI Workflows, LLM Optimization, AI-Driven Feature Evaluation, Spatial Computing/AR, Virtual Environments.
- **Tools & Software:** Figma, Excel, R, SPSS, Keynote, Tableau, Lua, Git.
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CERTIFICATIONS & AWARDS

- **Systems Engineering – Lockheed Martin Engineering Program** (UC Boulder, Credential ID: 01FNTZNV5ELA)
- **Google Professional AI Certificate** (ID: XXGOP400K2W9)
- **IRB – Social and Behavioral Research Group 2** (CITI Program, ID: 40497225)
- **80+ Private Pilot Hours** - ATP Flights School + Private Pilot Instruction