DAN MOON
SR. UX RESEARCHER

PERSONAL PROFILE

With over eight years of research experience specializing in cognitive neuroscience, human factors, and computer science, Dan Moon brings valuable insights to the table by simplifying complexity so you can make the best-informed decisions.

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danthemanonthemoon.info

EDUCATION

Cornell University

M.S. Human Factors & Ergonomics

2016 — 2018

The College of Wooster

B.A. Neuroscience

2011 - 2015

RESEARCH EXPERIENCE

Seven Days | Cornell University | 2017-2018

Master's Thesis

The Educational Role of Video Game Behavior on Individuals about Sustainable Strategies for Energy Conservation

HFES | Cornell University | 2016-2017

Human Factors & Ergonomics Society

Effects of active sitting/standing chairs on short-duration computer task performance, postural risks, perceived pain, comfort and fatigue. 2 published by HFES 2017

HTC VIVE | Cornell University | 2017

Applied Ergonomics Final Project

Ergonomics of Virtual Reality: Design Opportunities for the HTC VIVE

Riot Games | The College of Wooster | 2015

Senior Independent Study

Cognitive Enhancements with Interactive Media

CERTIFICATION

Associate UX Professional 2017 - present

Board of Certification in Professional Ergonomics

WORK EXPERIENCE

The Chamberlain Group

Full-Time Employment | Oak Brook, IL | Jan 2022 – Current

Heavily influenced the direction and prioritization of a newly formed subscription model that is poised to generate over $100 million a year with mixed methods research.

Ensured that both business and user needs are met for hardware and software product recommendations while optimizing the efficiency and time-to-delivery of research projects.

Nationwide Insurance (TEKSystems)

Contractor | Columbus, OH | July 2021 – Dec 2021

Managed multiple projects and transformed business, design, engineering, and product management inquiries into formal research plans for advising feature development and roadmaps.

Conducted 1:1 user interviews and surveys to gather user-generated feedback on prototypes.

Discovered and drove the future state of consumer-facing applications for sectors within the life insurance and annuities space with impactful insights from qualitative and quantitative UX research.

Influenced business decisions to be user-centered with an empathy-driven mindset by championing user needs through presentations and reports.

Microsoft (Randstad)

Contractor | Redmond, WA | March 2021 – June 2021

Assessed development-level designs with user interviews and surveys.

Impacted the future state of an HR tool that is used by all employees at Microsoft with user-driven insights.

J.P. Morgan Chase & Co.

Full-Time Employment | Columbus, OH | March 2019 – September 2020

Performed both qualitative and quantitative methods for legal and HR product research.

Reduced the noise by targeting focal points in legal applications, and provided key insights for positive change with user-generated prioritization of actionable items.

Mapped out the entire journey of a UX Designer during their onboarding with a particular design system and internal applications firm-wide.