

# Anthony Pedrosa

UX, AI, and Social Sciences Researcher

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**Summary** Passionate multidisciplinary researcher specializing in UX, Artificial Intelligence, and Social Sciences. Expertise in human-machine interface design, social dynamics analysis, and integration of psychological and sociological methodologies into intelligent systems. Strong experience in theoretical and applied research, with advanced skills in data analysis and research project management

- Experience**
- Institut National des Arts et Métiers** **January 2024 - April 2024**  
Adjunct Lecturer
- Teaching Human-Computer Interface Ergonomics to Senior Engineering Students.
- BBC Services** **September 2022 - January 2024**  
Ergonome Organisationnel
- Analyzed working conditions and designed ergonomic work systems.
  - Managed projects to improve ergonomic processes.
  - Trained and raised awareness among employees about ergonomics.
- Khraal Games** **September 2013 - May 2024**  
Entrepreneur
- Managed projects for the creation and monetization of multiplayer games.
  - Coordinated multidisciplinary teams for game development.
  - Designed and implemented marketing and distribution strategies for games.
- LF Conseil** **September 2021 - June 2022**  
UX RESEARCHER
- Conducted theoretical and methodological research for mobile app mockup design.
  - Coordinated user testing and analyzed feedback to improve the final product.
- LIFEBAY** **September 2020 - June 2021**  
UX RESEARCHER
- Theoretical and methodological research for the design of mobile application mockups for chronic stress prevention “Suzan”.

- Education**
- Master's in Ergonomics** **2020 - 2022**  
Ergonomics and Cognitive Engineering of Intelligent Systems  
High Honors  
University of Savoie Mont-Blanc
- Bachelor's in Sociology** **2019 - 2020**  
Honors  
University of Savoie Mont-Blanc
- Bachelor's in Psychology** **2015 - 2018**  
Honors  
University of Savoie Mont-Blanc

- Skills**
- Theoretical and Applied Research:** Designing and implementing research protocols, qualitative and quantitative data analysis, research report writing.
  - User Data Analysis:** Collecting and interpreting user data to improve user experience and ergonomic processes.
  - User-Centered Design:** UX methodologies, interviews, observations, usability testing, ideation workshops.
  - AI Integration:** Developing AI models (RNN, CNN), analyzing decision-making processes, ethics and limitations of AI.
  - Project Management:** Coordinating multidisciplinary research teams, managing complex projects, communicating results.

- Research Projects**
- Breast Cancer Prediction Model (RNN)**
    - Developed an RNN model to predict breast cancer from clinical data.
  - Pneumonia Prediction Model (CNN)**
    - Designed a CNN model capable of diagnosing pneumonia from radiographic images.
  - Contextualized Sexist Recruiter Model (RNN)**
    - Developed an RNN model to demonstrate possible biases in recruitment processes, integrating Klemann’s theory on systems 1 & 2.
  - Learning and Social Dynamics in Video Games**
    - Studied the social processes underlying learning and strategy deployment by video game players, analyzing multiplayer, single-player games, and social dynamics outside of gameplay.
  - New MouseTracker Protocol**
    - Created a new MouseTracker protocol based on a single dimension to analyze decision-making processes in food choices.
  - Contributions of Sociology, Art, and Law to AI**
    - Researched the contributions of various fields to set ethical boundaries for AI development.
  - Psychological Contributions to Autonomous Vehicles**
    - Studied the contributions of seven different fields of psychology and neuropsychology to improve the effectiveness of formal and convolutional neural networks in autonomous vehicles.

- Languages**
- French** (Native)
  - English** (C1+ Level)