

MICHAEL FABER

User Experience Researcher & Product Designer (HCI/HRI)

+972 54 222-6152
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Zichron Ya'akov
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Summary

UX Researcher & Product Designer with expertise in Human-Computer Interaction (HCI), including Human-Robot Interaction (HRI), and experience leading end-to-end UX processes for complex, user-centered systems. Skilled in applying qualitative and quantitative methods to analyze user behavior in complex environments and translate user, business, and technical requirements into intuitive solutions that support product goals and real-world adoption. Experience includes designing AI-powered dashboards for clinical decision support (AI4Lungs, Horizon Europe consortium), conducting user research and usability validation, as well as research on human-robot compliance in multi-robot settings, published at IEEE Ro-MAN 2025 and IEEE Ro-MAN 2026. I bring a rigorous, data-driven perspective and the ability to collaborate across disciplines to deliver usable, reliable, and scalable solutions for high-stakes systems.

Curious and committed to creating intuitive, user-centered experiences, I look forward to contributing my perspective and collaborating across disciplines to design products that are both innovative and operationally dependable.

For my full CV, please refer to the following pages.

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PROFESSIONAL EXPERIENCE

Jun. 2025

AI4Lungs | Horizon Europe Consortium, CIP - Reichman University

UX Researcher & Product Designer.

- Leading the UX research and interaction design of an AI-powered clinical decision-support dashboard for physicians, mapping complex physician workflows and translating clinical needs into product requirements and interaction design.
- Engaging clinicians in ongoing research to ensure complex needs are translated into actionable design solutions.
- Collaborating with multidisciplinary teams, including clinicians, engineers, and international partners, to align user research with product requirements.

Mar. 2023

Human-Robot Interaction (HRI) researcher | General Motors internship

- Researched and evaluated human factors, communication protocols, and interaction modalities for autonomous delivery robots.
- Delivered a new communication model within six months by combining academic and market research methodologies.

Oct. 2023

Academic Teaching & Mentorship | Reichman University, Peres Academy Center, others

Lecturer and TA with a focus on engaging students and mentoring them in practice and research.

- Teaching Assistant, M.A. HCI Program (Mobile Seminar), Reichman University.
- Lecturer (from 2025), B.A. Communication School, Reichman University (UX Tools course).
- Lecturer, Peres Academic Center (HCI course, B.A. Management Information Systems, 2024).

Apr. 2022

Senior Lecturer & Academic Director | Netcraft

Sep. 2023

Educator and program lead, combining hands-on teaching with curriculum design and team management in UX/UI.

- Led UX/UI training programs for professionals and corporate teams.
- As Academic Director (2022–2023), developed curricula, managed up to 12 courses simultaneously, and led a team of 10 lecturers.

Jan. 2016

Brand expert and designer | Freelance

2022

Provided end-to-end branding and visual communication solutions for companies across healthcare, consumer, and luxury sectors.

- Developed brand strategies and visual identities tailored to client positioning.
- Delivered design services for clients including Tambour, Keter Plastic, Taliaz Health, Dali-Medical, Cipia, and HERMES Paris.

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EDUCATION

- 2026 — **M.A. in Human-Computer Interaction (HCI)** | Reichman University, Herzliya
Thesis in Human-Robot Interaction (HRI)
Excellence scholarship, 2023
- 2010 — **M.Des, Design Management** | Bezalel Academy of Arts and Design, Jerusalem
Excellence scholarship, 2008/9
- 2005 — **B.Des, Visual Communication Design** | Holon Institute of Technology (HIT), Holon
Graduated with honors, 2005
Dean's honors, 2002/3

PUBLICATIONS

Faber, M., et al. (2025). *A Matter of Height: The Impact of a Robotic Object on Human Compliance*. IEEE Ro-MAN 2025, Eindhoven, Netherlands.

Faber, M., et al. *Relative Encounters: Height Anchoring Effects Across Sequential Robot Encounters*. Accepted – IEEE Ro-MAN 2026.

SKILLS

Product designer and UX researcher combining research-driven design, strategic product thinking, systems thinking, and hands-on product execution across complex digital experiences.

Experienced in adapting research methods to project contexts, from rapid validation cycles to in-depth studies, applying discovery, problem framing, prototyping, and iterative design.

- **UX Research & Methods:** Qualitative and quantitative research, user interviews, surveys, usability testing, task analysis, personas, user journeys
- **Human Factors & Cognitive Principles:** Mental models, perception and attention, decision-making in human-machine interaction
- **Product & Interaction Design:** User flows, wireframing, prototyping, interaction design, information architecture, and service design
- **Design Systems & Visualization:** Design systems, scalable UI patterns, accessibility, data visualization
- **Tools & Technologies:** Figma, Adobe Creative Cloud, and generative and AI-assisted tools for research, design, and development
- **Multidisciplinary Design & Brand Strategy:** Multidisciplinary design, brand strategy, positioning, visual identity
- **Teaching & Mentorship:** Course development, mentoring students and professionals

LANGUAGES

Hebrew - Native language
English - Proficient