Dr. Rorik Henrikson

Technological Innovator & Inventor
User Experience Researcher/Developer/Prototyper

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Portfolio www.henrikson.ca
Full CV www.henrikson.ca/CV2024

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experience

Brucan Technologies Corp.

CEO / Owner | Toronto, ON, Canada | 2023 - Present

Creating innovative tools for artists in the AR/VR community, to help achieve better and stunning results.

- Designing systems to aid artists in visualizing stereoscopic content, to help teams understand the 3D space allowing for better results.
- Programming applications in Unity, allowing professionals to storyboard in a stereo 3D environment.
- Managing all business aspects of the company.

Meta's Reality Labs Research (Formerly Facebook Reality Labs)

Research Scientist | Toronto, ON | 2020 - 2022

Conducted leading research in the field of Human Computer Interaction (HCI), discovering new potential directions for novel interactions in AR.

- Designed research studies to explore ideas leading to new potential directions for user interactions (UI).
- Created interactive prototypes in VR and AR, using Unity and Python, to explore new concepts and easily communicate ideas
- Created and oversaw a team to explore (ideating, designing, prototyping, iterating) innovative ideas for future interactions in AR and VR using devices such as the Oculus Quest, and Hololens
- Developed scientific papers resulting in several patents and top-leveled conference proceedings.

Chatham Labs

Senior Research Scientist | Toronto, ON | 2018 - 2020

Conducted leading research in the field of Human Computer Interaction (HCI).

- Ran full research studies and analysis of data, leveraging tools like Python, to better understand users' interactions with VR systems.
- Created interactive prototypes in Unity to better understand user interactions in VR & AR systems.
- Wrote and presented a top-level conference paper at CHI'20, improving pointer predictions in VR.

education

PhD. in Human Computer Interaction

University of Toronto | Toronto, ON, Canada
Thesis: Facilitating Real-Time Sketch-Based Storyboards for Stereoscopic and Virtual Reality Environments

Master of Computer Science - Human Computer Interaction

University of Toronto | Toronto, ON, Canada

select publications

2023 UIST: **RadarVR: Exploring Spatiotemporal Visual Guidance in Cinematic VR**
Liu, S. J., Henrikson, R., Grossman, T., Glueck, M., & Parent, M.

2020 CHI: **Head-Coupled Kinematic Template Matching: A Prediction Model for Ray Pointing in VR**
Henrikson, R., Grossman, T., Trowbridge, S., Wigdor, D., and Benko, H.

2016 UIST: **Multi-Device Storyboards for Cinematic Narratives in VR**
Henrikson, R., Araujo, B., Chevalier, F., Singh, F., Balakrishnan, R.

2016 CHI: **Storeoboard: Sketching Stereoscopic Storyboards**
Henrikson, R., Araujo, B., Chevalier, F., Singh, F., Balakrishnan, R

skills

Human Computer Interaction
Prototyping
Software Development
Unity
UX/UI Design
UX/UI Research
VR / AR / Stereoscopy

programming languages

C++ / C#
Python
Javascript

graphic / editing tools

Figma
Photoshop / Gimp
Premiere / DaVinci Resolve
3D Studios Max / Blender