

HANS C. ANDERSON

CAREER SUMMARY

Recently the Product Design Director for Bridgewater Associates with Ray Dalio and David Ferrucci in the Systemized Intelligence Lab, Hans established new product design and uxr teams in Bridgewater to serve Ray's vision for Principled management. In 2020, Hans moved to the Bridgewater Investment Research Technology group in order to establish a similar design systems discipline, there. His expertise is product design, design operations, assembling and leading a team of makers sourced from the finest designers in the industry, and simplifying large, complex, user-centered design challenges. He excels at complex product design, design systems, strategic design, creative tech, and leading designers.

EXPERIENCE

Research & Design

Serving Douglas Trumbull and later, Mitchell Kriegman (Saturday Night Live, creator of The Rugrats, Clarissa Explains All, Disney's Book of Pooh, Bear in the Big Blue House, and PBS Kids' It's a Big, Big World) at Shadow Projects in Manhattan, Hans helped to pioneer the integration of experimental real-time graphics with film and television production via his expertise in software, systems and information design. The first use of the technology created by Trumbull, Kriegman, Paul Lacombe, and Hans was the Emmy award-winning Disney television serial, The Book of Pooh. Shortly thereafter, Hans led the research effort to design and develop a new architecture for virtual reality on commodity rendering hardware at film resolution, for the first time. In 2010, ESPN asked Hans to join the staff of its R&D group as a specialist in realtime-rendering for augmented and virtual reality. There, he developed new tech product in realtime rendering for very high volume data visualization, ubiquitous rendering, tracking/data acquisition using disruptive consumer tech, computer vision, and feedback. In 2015, David Ferrucci, creator of the Watson artificial intelligence, recruited Hans to Bridgewater Associates to create with Ray Dalio products and systems for principled, idea-meritocratic culture within the hedge fund and re-cently, as commercially-viable products and services for the wider world.

CHRONOLOGY

2015-Present

Bridgewater Associates Investment Research, responsible for design systems and operations. Leading the product design of our new, high-performance grid, charting, trading, equity analysis, and next-gen applications as well as the harmonization of all ux/ui across the ecosystem of about fifteen apps fundamental to understanding markets for the world's largest, longest-lived, and most profitable hedge fund. Our product design facilitated the investment of more than \$150 billion AUM via systematic macro-understanding. Prior to that, Principles® Director of Product Design. Built a new product design team up from zero to operate at a scale that supports the creation, evolution and delivery of a global SAS family of products, both mobile and web (B2C and B2B). Responsible for managing all design operations and output, orchestrating the nearly forty major design workstreams, including six products, both web and mobile (Android and iOS), as well as customer support. Persuaded the organization to invest in assembling an UXR team under Design and thereafter, recruited the industry leader, Jen Romano Bergstrom to lead the group. Built consensus in the org for an ambitious design system vision and implemented it— a design system that is far more expressive than off-the-shelf alternatives and voluntarily subscribed by six separate engineering teams.

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2010-2015

ESPN Advanced Technology Group. Senior staff software engineer with a specialty in realtime graphics innovation, particularly patent development, strategy, design leadership of augmented and virtual reality applications, such as the EA Virtual Tabletop. Promoted to the Advanced Technology Group in 2014 after creating the Midas and Loom systems, for which a patent was granted and the “Best of Disney” prize awarded (includes Marvel, Pixar, Disney Animation, et al.). The Loom continues to drive all rendering for the approximately one hundred-fifty displays in Studio X, the home of Sports Center.

2002-2013

Principal of his own design firm, consulting for clients in the film and television industry, information architecture, application interface and usability design, 2d and 3d print/web graphic design, and brand identity development. Consulting to design and build the virtual-reality and on-air realtime systems for the CNBC show, Payback Time, the E! Channel, the PBS show, It’s a Big, Big, World, and Nasdaq, Inc.

1998-2002

Responsible for research into virtual cinema systems with Douglas Trumbull and Mitchell Kriegman at Entertainment Design Workshop and Shadow Digital.

EDUCATION

BA, English Literature, Wheaton College, Wheaton IL 1994

MA studies (ongoing), English Literature, University of Connecticut

INTERESTING

2016

Patent US20150350737A1 “System and Method for Multi-Device Video Image Display and Modification”

2015

Addressed the Visualized Conference, New York.

2014

Best of Disney. “Loom”