

Daniel Avrahami

Researcher, Manager, Practitioner

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A researcher, practitioner, manager, and mentor with more than 15 years of experience launching successful software and hardware products and POCs, and influencing innovation and corporate strategy. A strong leader with exceptional collaboration and communication skills, and holder of 28 granted patents. Believes that technology, grounded in deep understanding of people, can deliver positive impact to customers, businesses, and society.

WORK EXPERIENCE

Amazon

Head of UX Research, Amazon Halo

2020 – 2023

- *Built the UX research function for Amazon Halo, a division of Amazon focused on Health & Wellness.*
- *Introduced new approaches for research-data modeling that impacted development efficiency and product direction.*
- *Defined research roadmaps, strategy, and budget in partnership with PMs, Engineering, Design, and Marketing.*
- *Drove and executed quantitative and qualitative research that impacted business goals, and product roadmaps.*
- *Successfully launched software and hardware consumer products that customers embraced.*

Fuji-Xerox Palo Alto Laboratory (FXPAL)

Principal Research Scientist & Manager, HCI Group

2019 – 2020

Senior Research Scientist & Manager, HCI Group

2014 – 2019

- *Managed a team of researchers, providing career growth for team members through successful promotions.*
- *Defined annual and multi-year research roadmaps.*
- *Drove research on remote collaboration and worker well-being and productivity.*
- *Led projects from foundational and generative research to fully deployed POCs, securing intellectual property (patents) and knowledge & technology transfers.*

Intel

UX Innovation Lead

2011 – 2014

- *Led UX for a cross-company program on media creation, from concept to a product launched on 10M+ PCs worldwide.*
- *Drove and executed generative and tactical research.*
- *Led concept prototyping in Intel's PC Experience Planning team within Intel's PC Client Group.*
- *Secured intellectual property (patents) and transferred technology to product groups.*
- *Launched a multi-year software development program with Intel's SSG, setting requirements and objectives.*
- *Served on Intel's patent committee.*

Intel Research Seattle

Senior Research Scientist

2010 – 2011

Research Scientist

2007 – 2010

- *Led research in Ubiquitous Computing and Human-Computer Interaction (HCI), including building POCs in mixed-reality and investigations of usable privacy.*
- *Transferred software and interactive concepts, resulting in the creation of a new business unit for Intel.*
- *Delivered internal and external presentations, including presentations to the press and to senior management.*

AWARDS

Significant Achievement Award. FXPAL, 2018, 2019

10-Year Impact Awards. UbiComp 2018

The Allen Newell Award for Research Excellence. CMU, 2014

Intel Division Recognition Award. Intel PC Client Group, 2013

Intel Division Recognition Award. Intel Research, 2010

EDUCATION

Ph.D. in Human-Computer Interaction

Human-Computer Interaction Institute, School of Computer Science
Carnegie Mellon University, Pittsburgh, Pennsylvania, USA

Master of Human-Computer Interaction

Human-Computer Interaction Institute, School of Computer Science
Carnegie Mellon University, Pittsburgh, Pennsylvania, USA

B.Sc. in Computer Science

Computer Science Department
The Hebrew University, Jerusalem, Israel

MEMBERSHIPS

Member, Association for Computing Machinery

Member, SIGCHI

Partner of Conscience, Amnesty International

Member, World Wildlife Fund