

An Industrial Engineer's Adventures in Medical XR

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Abstract: Industrial engineering is, in many ways, the most broadly applicable of all the engineering disciplines. Industrial engineers are asked to connect people across domains, improve processes, and generally find ways to make businesses better at most everything they do. We are part engineers, part operations specialists, and part managers of people. In this talk, I will share four lessons from my experiences since leaving UW that describe ways in which I have applied industrial engineering principles to my life and work.

Bio: Trond Nilsen is an engineer, both software and industrial, working at the intersection of high technology and medicine. His PhD work, completed at UW in 2015, investigated the application of 3D visualization, intelligent tutoring systems, and Bayes Networks to the teaching of human anatomy. Since then, he has worked on a variety of projects growing the Seattle VR developer community, including hackathons, seminars, and an unconference, and now leads an engineering team at Virtual Therapeutics, building a platform for VR- based therapies that treat chronic stress, chronic anxiety, and chronic pain.