

# Brennan Jones

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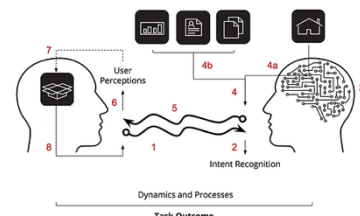
Human-Computer Interaction (HCI) researcher with experience working on technologies for communication, human-AI interaction, extended reality (XR), and developer tools. Skilled in running user studies, conducting foundational research, and building prototypes. Trained as a researcher, designer, developer, computer scientist, and communicator.

## SELECTED EXPERIENCE

### Postdoctoral Researcher & Course Instructor, *University of Toronto*

2024.5 – present

- Conducting research on **human-AI communication**, **social/conversational agents**, **XR interactions**, **AI-supported decision making**, and **long-term human-AI partnerships**.
- **Co-mentoring students** and **co-leading research** in the group.
- **Teaching a graduate-level user-experience (UX) course** on technologies for human-human and human-agent communication.
- Collaborating with researchers at **NAVER AI Lab**, **Hong Kong University of Science and Technology (HKUST) Guangzhou**, and **Xi'an Jiaotong-Liverpool University (XJTLU)**.



### Research Fellow (Volunteer; Part-time), *Almpower.org*

2024.4 – 2024.8

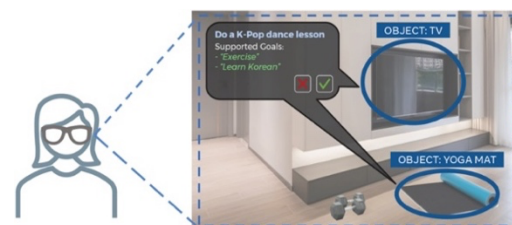
- Worked on research to **study the needs and experiences of individuals who stutter** when using video conferencing.
- Helped with **co-designing and developing** video conferencing interfaces that are inclusive of individuals with communication difficulties such as stuttering.
- **Helped develop a Zoom app to support inclusive meetings with individuals who stutter**, using React.js (on the client side) and Node.js (on the server side). **Co-designed a longitudinal study** to understand the usage, perceptions, and impacts of this Zoom extension, both by individuals with communication difficulties and their peers.



### Postdoctoral (Visiting) Researcher, Human-AI Interaction for AR, *Reality Labs Research (RL-R), Meta*

2022.4 – 2024.3

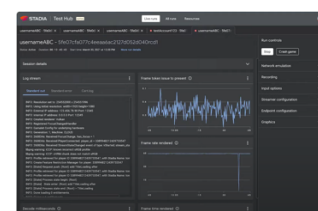
- Worked on an R&D team to **design, prototype, and study** novel interfaces for context-aware human-AI interaction on smart glasses and AR.
- **Designed and built a prototype** of a conversational AI agent and **ran a one-month field study** to understand the user value and users' needs from conversational agents running on smart glasses.
- **Helped analyze data from a large-scale three-month diary study** with several hundred participants, **helped synthesize the results into a framework** to inform the design of context-aware AI systems for smart glasses.
- **Co-ran a multi-stage online interview study** to derive further design recommendations for AI agents on smart glasses.
- **Collaborated with AI and machine learning (ML) engineers** to design data-collection efforts for training ML models, including a campaign for collecting egocentric video as part of Project Aria (<https://www.projectaria.com/>).
- **Collaborated with designers** to help translate research findings into design decisions. **Collaborated with engineers and designers in hackathons** to help them explore new system prototype and design ideas.
- Conducted research using methods such as **surveys, interviews, and research through design**.
- **Mentored** two research interns and five research assistants.
- **Prepared two patent applications** for novel interface designs, **published three academic papers** (with another under review).



### UX Researcher III, *Stadia and Immersive Stream, Google (Contractor via Adecco)*

2021.11 – 2022.3

- Worked on UX research to build and improve **tools used by developers and publishers** to develop and port their games to the Stadia and Immersive Stream cloud-gaming platforms.
- **Collaborated with partners in design and engineering** to determine relevant research questions and business needs.
- **Co-ran a large survey study** to understand developer and publisher satisfaction levels with Stadia's developer and publisher tools.
- **Co-designed a remote user study** to evaluate one of Stadia's new tools used to test games running in the cloud.

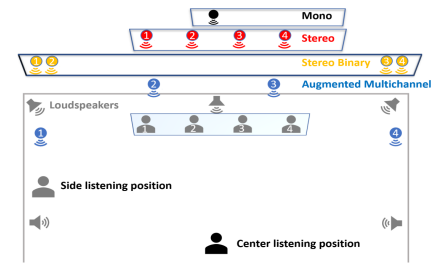


- Co-ran a workshop with partners to help them translate the research findings from several studies into business decisions and next steps.

#### JEM Research Intern, *Microsoft Research (MSR) Redmond*

2021.6 – 2021.10

- Worked on research exploring how to utilize **spatial audio to improve hybrid video conferencing in meeting rooms**, in collaboration with the **Microsoft Teams** team.
- **Designed, prototyped, and evaluated** (via a lab study) different spatial audio configurations for the placements of remote users' voices in Teams meeting rooms (using different mono, stereo, and surround-sound audio layouts).
- This work led to spatial audio being **integrated into the Teams Rooms product**: <https://tinyurl.com/teams-spatial-audio>



#### Research Intern, *Microsoft Research (MSR) Cambridge*

2019.7 – 2019.9

- Built a two-way **XR robotic telepresence research prototype** called “VROOM” (Virtual Robot Overlay for Online Meetings), to support remote collaboration activities in an open office environment.
- Ran a **mixed-methods exploratory lab study** to understand how users use this prototype to collaborate in an open-office environment.



#### Visiting Ph.D. Scholar, *Connections Lab (cLab), Simon Fraser University*

2017.4 – 2021.6

- Worked on research related to **video communication, social computing, remote collaboration, and telepresence**.
- Conducted **lab experiments** and **field studies** to evaluate novel video-communication interfaces.
- Co-ran a **contextual-interview study** to understand the needs of 911 call takers and dispatchers from video-calling interfaces.
- **Mentored junior researchers**, including interns, undergraduate, and junior graduate students.



#### Undergraduate and Graduate Student Researcher, *Interactions Lab (iLab), University of Calgary*

2012.11 – 2021.6

- Worked on research related to **video communication, remote collaboration, and telepresence**.
- **Designed, implemented, and evaluated** research prototypes.
- Conducted **experiments** and **foundational studies** using **quantitative, qualitative, and mixed research methods**.



## EDUCATION

**Ph.D. in Computer Science (HCI), University of Calgary, Canada (GPA: 4.00/4.00)**

2017.4 – 2021.6

**Supervisory Committee:** Dr. Anthony Tang (University of Toronto), Dr. Carman Neustaedter (Simon Fraser University), Dr. Ehud Sharlin, Dr. Wesley Willett; **Thesis:** Designing Remote Collaboration Technologies for Wilderness Search and Rescue

**M.Sc. in Computer Science (HCI), University of Calgary, Canada (GPA: 3.85/4.00)**

2014.9 – 2016.12

**Thesis Advisor:** Dr. Anthony Tang; **Thesis:** Elevating Communication, Collaboration, and Shared Experiences between Peers in Mobile Video Communication using Drones

**B.Sc. in Computer Science (with First-Class Honours), University of Calgary, Canada (GPA: 3.75/4.00)**

2011.9 – 2014.4

**Concentration:** Human-Computer Interaction; **Courses:** HCI, HRI, Computer Graphics, Software Engineering; **Extracurricular Activities:** RezNet, UCalgaryCares; **Honours Thesis:** Improving Collaboration in Online Group Art Therapy

## SELECTED SKILLS AND QUALIFICATIONS

### HCI Research:

Lab Experiments, Field Studies, Observation Studies, Interview Studies, Workshops, Survey Research, Contextual Inquiry, Ethnographic Methods, Qualitative Methods, Quantitative Methods, Mixed Methods

### Domain-Specific Topics:

Large Language Models (LLMs), Generative AI, Conversational User Interfaces, Human-AI Interaction, AR/VR/XR

### Programming languages, tools, platforms, and environments:

JavaScript, React, Node.js, Python, LangChain, C#, .NET, Visual Studio, Swift, Objective-C, PHP, MySQL, HTML5, CSS, Java, C, C++