

BRENNAN JONES

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I am a human-computer interaction (HCI) researcher with experience working on augmented, virtual, and mixed reality (VR/AR/MR) interfaces; social computing; human-AI interaction; context-aware and ubiquitous computing; technologies for remote and hybrid work; technologies for connecting friends and family members; and emergency-response technologies (search and rescue, emergency video calling). I research, design, and evaluate technologies that improve people's lives and bring people together. I graduated with a Ph.D. in Computer Science from the University of Calgary in June 2021, and now work as a Postdoctoral Researcher at Meta Reality Labs Research. I am experienced in conducting user studies and foundational research in HCI using methods such as interviews, observations, lab experiments, survey research, and ethnographic methods, to understand user behaviours and technologies' impacts on factors such as group collaboration, awareness, and presence. I published at top-tier HCI venues, including ACM CHI, CSCW, DIS, and IEEE ISMAR. I am both a researcher and a builder, with experience in full-stack development, and comfortable embracing a variety of tools to build prototypes. I have a rich range of experience in front-end web development, back-end server coding, AR/VR development, mobile app development, and robotics programming. I like to blow minds and warm hearts.

EDUCATION

Ph.D. in Computer Science

Apr. 2017 - Jun. 2021

Research area: Human-Computer Interaction (HCI), Computer-Supported Cooperative Work (CSCW)

University of Calgary, Calgary, AB, Canada, GPA: 4.00/4.00

Supervisory committee: Dr. Anthony Tang (University of Toronto), Dr. Carman Neustaedter (Simon Fraser University), Dr. Ehud Sharlin, Dr. Wesley Willett

Thesis title: *Designing Remote Collaboration Technologies for Wilderness Search and Rescue*

Visiting Ph.D. Scholar

Apr. 2017 - Aug. 2018, Jan. 2019 - Jun. 2021

Simon Fraser University School of Interactive Arts & Technology, Surrey, BC, Canada

Advisor: Dr. Carman Neustaedter

M.Sc. in Computer Science

Sep. 2014 - Dec. 2016

Research area: Human-Computer Interaction (HCI), Computer-Supported Cooperative Work (CSCW)

University of Calgary, Calgary, AB, Canada, GPA: 3.85/4.00

Thesis advisor: Dr. Anthony Tang

Thesis title: *Elevating Communication, Collaboration, and Shared Experiences between Peers in Mobile Video Communication using Drones*

B.Sc. in Computer Science (with First-Class Honours)

Sep. 2011 - Apr. 2014

Concentration: Human-Computer Interaction (HCI)

University of Calgary, Calgary, AB, Canada, GPA: 3.75/4.00

Honours thesis title: *Improving Collaboration in Online Group Art Therapy*

Extracurricular activities: RezNet, UCalgaryCares

Computer Science (University Transfer)

Sep. 2010 - Apr. 2011

Mount Royal University, Calgary, AB, Canada, GPA: 3.96/4.00

Extracurricular activities: Students in Free Enterprise (SIFE MRU)

WORK EXPERIENCE**Postdoctoral (Visiting) Researcher** – with Dr. Stefan Scherer and Dr. Yan Xu

Apr. 2022 - present

Meta – Reality Labs Research (RL-R), Redmond, WA, USA

Designing, prototyping, and studying novel interfaces for next-generation all-day everyday wearable augmented reality (AR) and context-aware human-AI interaction.

User Experience (UX) Researcher III (Contractor via Adecco)

Nov. 2021 - Mar. 2022

Google – Stadia and Immersive Stream for Games Team, Los Angeles, CA, USA (Remote)

Worked on UX research to help build and improve tools used by game developers and publishers to develop and port their games to the cloud-gaming platform.

JEM Research Intern – with Dr. Andy Wilson, Dr. Kori Inkpen, Dr. John Tang, Dr. Sasa Junuzovic, and Greg Baribault (Microsoft Teams product group)

Jun. 2021 - Oct. 2021

Microsoft Research (MSR), Redmond, WA, USA (Remote)

Worked on research exploring how to utilize spatial audio to improve hybrid video conferencing in meeting rooms, in collaboration with the Microsoft Teams product group, the MSR Extended Perception, Interaction & Cognition (EPIC) research group, and the MSR Cambridge Socially Intelligent Meetings research group.

Graduate (M.Sc./Ph.D.) Researcher – with Dr. Anthony Tang

Sep. 2014 - Jun. 2021

University of Calgary Department of Computer Science – Interactions Lab (iLab), Calgary, AB, Canada

Worked on research projects related to telepresence, video communication, remote collaboration robotics (e.g., telepresence robots, drones), and emergency response. Designed, implemented, and evaluated research prototypes; conducted experiments using various research methodologies; collaborated with other students, post-docs, and professors; written and published papers and posters at top-tier venues; presented and demoed at workshops and conferences; and helped other colleagues with their presentations and written work.

Visiting Ph.D. Scholar – with Dr. Carman Neustaedter

Apr. 2017 - Aug. 2018, Jan. 2019 - Jun. 2021

Simon Fraser University School of Interactive Arts & Technology – Connections Lab (cLab), Surrey, BC, Canada

Worked in collaboration with my Ph.D. co-supervisor and other students in the lab on research related to telepresence, remote collaboration, and social computing.

Research Intern – with Dr. Sean Rintel

Jul. 2019 - Sep. 2019

Microsoft Research (MSR) Cambridge – Socially Intelligent Meetings Project, Cambridge, England, UK

Worked on a research project titled “VROOM” (Virtual Robot Overlay for Online Meetings): a two-way extended-reality (XR) telepresence-robot augmentation utilizing an augmented-reality (AR) avatar overlay, immersive virtual reality (VR), and 360° video streaming. We built VROOM as a technology probe to study how pairs of users adapt to different styles of remote collaboration and ‘belonging to a space’.

Research Intern – with Ignacio Avellino, Dr. Cédric Fleury, Dr. Michel Beaudouin-Lafon, Dr. Joseph Malloch, & Dr. Wendy Mackay
Apr. 2016 - Sep. 2016

Inria Saclay – ExSitu Group, Orsay, France

Worked on research involving the design and development of a telepresence system for distributed workrooms with large wall displays. Our explorations involved the use of motion-capture systems (e.g., VICON), moving on-screen videos, and telepresence robots acting as physical surrogates for remote users. Helped prototype input devices and run a user study on remote collaboration through large wall displays.

Teaching Assistant – CPSC 481: Human-Computer Interaction I
Sep. 2015 - Dec. 2015

University of Calgary Department of Computer Science, Calgary, AB, Canada

Assisted students with their project work; provided feedback on students' work; taught material not taught in lectures; taught programming and development in Microsoft Visual Studio and Expression Blend; prepared tutorial slides; evaluated students' work (portfolios, presentations, and assignment deliverables).

Undergraduate Researcher – Supervised by Dr. Anthony Tang
Nov. 2012 - Aug. 2014

University of Calgary Department of Computer Science – Interactions Lab (iLab), Calgary, AB, Canada

Worked on undergraduate research projects on remote group art therapy, physical and tangible gaming using Sphero robots, and camera work in mobile video communication.

Web Developer Intern
Jul. 2012 - Nov. 2012

E-Patches and Crests, Sylvan Lake, AB, Canada (Remote)

Assisted in developing and maintaining the company's website; helped implement an online checkout system for custom orders; and updated online newsletters and the website's main stylesheet. Wrote code using PHP, MySQL, HTML, and CSS.

RezNet Technician
Sep. 2011 - Apr. 2012

University of Calgary Residence Services, Calgary, AB, Canada

Assisted students living in residence with connecting to the Internet and opening IT accounts; troubleshoot network issues; and updated software on students' computers.

PUBLICATIONS

Journal Articles (refereed):

Jones, B., Tang, A., and Neustaedter, C. (2022). RescueCASTR: Exploring Photos and Live Streaming to Support Contextual Awareness in the Wilderness Search and Rescue Command Post. In *Proceedings of the ACM on Human-Computer Interaction*, 6 (CSCW1), ACM.

Dash, P., Neustaedter, C., **Jones, B.**, and Yip, C. (2022). The Design and Evaluation of Emergency Call Taking User Interfaces for Next Generation 9-1-1. In *Frontiers in Human Dynamics, Digital Impacts*.

Jones, B., Zhang, Y., Wong, P.N.Y., and Rintel, S. (2021). Belonging There: VROOM-ing into the Uncanny Valley of XR Telepresence. In *Proceedings of the ACM on Human-Computer Interaction*, 5 (CSCW1), ACM.

Jones, B., Tang, A., and Neustaedter, C. (2020). Remote Communication in Wilderness Search and Rescue: Implications for the Design of Emergency Distributed-Collaboration Tools for Network-Sparse Environments. In *Proceedings of the ACM on Human-Computer Interaction*, 4 (GROUP), ACM.

Yang, L., **Jones, B.**, Neustaedter, C., and Singhal, S. (2018). Shopping Over Distance through a Telepresence Robot. In *Proceedings of the ACM on Human-Computer Interaction*, 2 (CSCW), ACM. (Acceptance rate: 25.5% - 184/722)

Archival Conference Papers* (refereed):

Lu, F., Xu, Y., Xu, X., **Jones, B.**, and Malamed, L.M. (2023). Exploring the Impact of User and System Factors on Human-AI Interactions in Head-Worn Displays. In *Proceedings of the 22nd IEEE International Symposium on Mixed and Augmented Reality (ISMAR 2023)*, IEEE. (Acceptance rate: 32% - 128/396)

Hyrkas, J., Wilson, A.D., Tang, J., Gamper, H., Sodoma, H., Tankelevitch, L., Inkpen, K., Chappidi, S., and **Jones, B.** (2023). Spatialized Audio and Hybrid Video Conferencing: Where Should Voices be Positioned for People in the Room and Remote Headset Users? In *Proceedings of the 2023 ACM Conference on Human Factors in Computing Systems (CHI 2023)*, ACM. (Acceptance rate: 28% - 880/3182)

Jones, B., Maiero, J., Mogharrab, A., Aguilar, I.A., Adhikari, A., Riecke, B.E., Kruijff, E., Neustaedter, C., and Lindeman, R.W. (2020). FeetBack: Augmenting Robotic Telepresence with Haptic Feedback on the Feet. In *Proceedings of the 2020 ACM International Conference on Multimodal Interaction (ICMI 2020)*, ACM, 194-203. (Acceptance rate: 29% - 65/159)

Heshmat, Y., **Jones, B.**, Xiong, X., Neustaedter, C., Tang, A., Riecke, B.E., and Yang, L. (2018). Geocaching with a Beam: Shared Outdoor Activities through a Telepresence Robot with 360 Degree Viewing. In *Proceedings of the 2018 ACM Conference on Human Factors in Computing Systems (CHI 2018)*, ACM. (Acceptance rate: 25.7% - 666/2592)

Neustaedter, C., **Jones, B.**, O'Hara, K., and Sellen, A. (2018). The Benefits and Challenges of Video Calling for Emergency Situations. In *Proceedings of the 2018 ACM Conference on Human Factors in Computing Systems (CHI 2018)*, ACM. (Acceptance rate: 25.7% - 666/2592) - **Honourable Mention Award (top 5% of all submissions)**

Jones, B., Dillman, K., Tang, R., Tang, A., Sharlin, E., Oehlberg, L., Neustaedter, C., and Bateman, S. (2016). Elevating Communication, Collaboration, and Shared Experiences in Mobile Video through Drones. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems (DIS 2016)*, ACM, 1123-1135. (Acceptance rate: 26% - 107/418)

Jones, B., Witcraft, A., Bateman, S., Neustaedter, C., and Tang, A. (2015). Mechanics of Camera Work in Mobile Video Collaboration. In *Proceedings of the 2015 ACM Conference on Human Factors in Computing Systems (CHI 2015)*, ACM, 957-966. (Acceptance rate: 23% - 486/2120)

Book Chapters:

Jones, B., Tang, A., Neustaedter, C., Antle, A.N., and McLaren, E.S. (2020). Designing Technology for Shared Communication and Awareness in Wilderness Search and Rescue. In McCrickard, S., Jones, M., and Stelter, T. (Eds.), *HCI Outdoors: Theory, Design, Methods and Applications*, Springer, 175-194.

* Due to the fast-paced nature of research in my discipline, some conference publication venues are considered equivalent in rank to journals: https://scholar.google.com/citations?view_op=top_venues&hl=en&vq=eng_humancomputerinteraction

Neustaedter, C., Heshmat, Y., **Jones, B.**, Forghani, A., and Xiong, X. (2020). Shared Family Experiences over Distance in the Outdoors. In McCrickard, S., Jones, M., and Stelter, T. (Eds.), *HCI Outdoors: Theory, Design, Methods and Applications*, Springer, 155-174.

Hankinson, S.P., **Jones, B.**, and Collie, K. (2017). Adapting Art Therapy for Online Groups. In Brooke, S.L. (Ed.), *Combining the Creative Therapies with Technology: Using Social Media and Online Counseling to Treat Clients*, Charles C. Thomas Publisher Ltd., 34-52.

Non-Archival Conference Papers (refereed):

Zhang, Y., **Jones, B.**, Rintel, S., and Neustaedter, C. (2021). XRmas: Extended Reality Multi-Agency Spaces for a Magical Remote Christmas. In *Companion of the 2021 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2021)*, ACM.

Jones, B., Zhang, Y., Wong, P.N.Y., and Rintel, S. (2020). VROOM: Virtual Robot Overlay for Online Meetings. In *Extended Abstracts of the 2020 ACM Conference on Human Factors in Computing Systems (CHI 2020)*, ACM. (Acceptance rate: 41.8% - 323/772)

Jones, B., Tang, A., Neustaedter, C., Antle, A.N., and McLaren, E.S. (2018). Designing a Tangible Interface for Manager Awareness in Wilderness Search and Rescue. In *Companion of the 2018 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2018)*, ACM, 161-164. (Acceptance rate: 28% - 1847/6682)

Jones, B., Dillman, K., Manesh, S.A., Sharlin, E., and Tang, A. (2014). Designing an Immersive and Entertaining Pervasive Gameplay Experience with Spheros as Game and Interface Elements. In *Proceedings of the 2014 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY 2014)*, ACM, 425-426. (Acceptance rate: 30% - 233/778)

Jones, B., Hankinson, S.P., Collie, K., and Tang, A. (2014). Supporting Non-Verbal Visual Communication in Online Group Art Therapy. In *Extended Abstracts of the 2014 ACM Conference on Human Factors in Computing Systems (CHI 2014)*, ACM, 1759-1764. (Acceptance rate: 31% - 1000/3200)

Doctoral Consortium (peer reviewed):

Jones, B. (2018). Designing for Distributed Collaboration in Wilderness Search and Rescue. In *Companion of the 2018 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2018; Doctoral Colloquium)*, ACM, 77-80.

Workshop Papers (peer reviewed):

Jones, B., Xu, Y., Hood, M.A., Kader, M.S., and Eghbalzadeh, H. (2023). Using Generative AI to Produce Situated Action Recommendations in Augmented Reality for High-Level Goals. In *GenAICHI 2023: Workshop on Generative AI and HCI at CHI 2023*.

Zhang, Y., **Jones, B.**, and Rintel, S. (2021). XRmas: Virtual Augmented Experience for Remote Family Meetings during Christmas. (Video abstract for workshop). In *Social VR: A New Medium for Remote Communication and Collaboration (Workshop at CHI 2021)*.

Jones, B., Zhang, Y., Wong, P.N.Y., Rintel, S., and Heshmat, Y. (2020). VR-Enabled Telepresence as a Bridge for People, Environments, and Experiences. In *Social VR: A New Medium for Remote Communication and Collaboration (Workshop at CHI 2020)*.

Zhang, Y. and **Jones, B.** (2020). Virtual Reality for Telecommuting. In *Social VR: A New Medium for Remote Communication and Collaboration (Workshop at CHI 2020)*.

Heshmat, Y., **Jones, B.**, and Neustaedter, C. (2020). 360° View for Sharing Geocaching Experience with a Telepresence Robot. In *Social VR: A New Medium for Remote Communication and Collaboration (Workshop at CHI 2020)*.

Jones, B., Tang, A., and Neustaedter, C. (2019). Drones for Remote Collaboration in Wilderness Search and Rescue. In *iHDI: International workshop on Human-Drone Interaction (Workshop at CHI 2019)*.

Jones, B., Tang, A., and Neustaedter, C. (2018). Designing Outdoor Remote-Communication Tools for Serious Collaborative Activities. In *HCI Outdoors: A CHI 2018 Workshop on Understanding Human-Computer Interaction in the Outdoors*.

Jones, B., and Tang, A. (2015). Improving Collaboration and Shared Experiences in Out-and-About Mobile Video Conferencing. In *Everyday Telepresence: Emerging Practices and Future Research (Workshop at CHI 2015)*.

Technical Reports:

Neustaedter, C., **Jones, B.**, O'Hara, K., and Sellen, A. (2017). An Analysis of Next Generation 9-1-1: Video Calling for Emergency Situations. *Connections Lab Technical Report 2017-0605-01*, Simon Fraser University.

Theses:

Jones, B. (2021). Designing Remote Collaboration Technologies for Wilderness Search and Rescue. *Ph.D. Dissertation*, University of Calgary.

Jones, B. (2016). Elevating Communication, Collaboration, and Shared Experiences between Peers in Mobile Video Communication using Drones. *M.Sc. Thesis*, University of Calgary.

Jones, B. (2014). Improving Collaboration in Online Group Art Therapy. *B.Sc. Honours Thesis*, University of Calgary.

TALKS AND PRESENTATIONS

Bridging People, Places, Spaces, and Data through Telepresence Jun. 2023
Invited Talk: Design Lab, University of California San Diego (UCSD), La Jolla, CA, USA

Bridging People, Places, Spaces, and Data through Telepresence May 2023
Invited Talk: Department of Computing Guest Lecture Series, Xi'an Jiaotong-Liverpool University, Suzhou, China

Bridging People, Places, Spaces, and Data through Telepresence Apr. 2023
Invited Talk: Dynamic Graphics Project (DGP), Dept. Computer Sci., University of Toronto, Canada (Online Talk)

RescueCASTR: Exploring Photos and Live Streaming to Support Contextual Awareness in the Wilderness Search and Rescue Command Post Nov. 2022
CSCW 2022 Paper Presentation, Online/Virtual Conference

Bridging People, Places, Spaces, and Data through Telepresence Jan. 2022
Candidate Talk: Meta Reality Labs Research (RL-R), Redmond, WA, USA (Online Talk)

Belonging There: VROOM-ing into the Uncanny Valley of XR Telepresence Oct. 2021
CSCW 2021 Paper Presentation, Online/Virtual Conference

Bridging People and Places through Telepresence Apr. 2021
Candidate Talk: Microsoft Research (MSR) Cambridge, Cambridge, England, UK (Online Talk)

Bridging People and Places through Telepresence Apr. 2021
Candidate Talk: Microsoft Research (MSR), Redmond, WA, USA (Online Talk)

Bridging People and Places through Telepresence Mar. 2021
Invited Talk: Michigan Information Interaction (MI²) Lab, University of Michigan, Ann Arbor, MI, USA (Online Talk)

FeetBack: Augmenting Robotic Telepresence with Haptic Feedback on the Feet Oct. 2020
ICMI 2020 Paper Presentation, Online/Virtual Conference

VR-Enabled Telepresence as a Bridge for People, Environments, and Experiences Apr. 2020
CHI 2020 Workshop Presentation, Online/Virtual Workshop
 Workshop: Social VR: A New Medium for Remote Communication and Collaboration

Remote Communication in Wilderness Search and Rescue Jan. 2020
GROUP 2020 Paper Presentation, Sanibel, FL, USA

Designing for Remote Communication, Collaboration, and Telepresence in the Outdoors Oct. 2019
Invited Talk: Participatory Information Technology (PIT) Research Centre, Aarhus Universitet, Aarhus, Denmark

Designing for Remote Communication, Collaboration, and Telepresence in the Outdoors Oct. 2019
Invited Talk: ExSitu Group, Inria Saclay & Université Paris-Saclay, Orsay, France

Drones for Remote Collaboration in Wilderness Search and Rescue May 2019
CHI 2019 Workshop Presentation, Glasgow, Scotland, UK
 Workshop: iHDI: International workshop on Human-Drone Interaction

Designing a Tangible Interface for Manager Awareness in Wilderness Search and Rescue Nov. 2018
CSCW 2018 Poster, Jersey City, NJ, USA

Designing for Distributed Collaboration in Wilderness Search and Rescue Nov. 2018
CSCW 2018 Doctoral Colloquium and Poster, Jersey City, NJ, USA

Designing Outdoor Remote-Communication Tools for Serious Collaborative Activities Apr. 2018
CHI 2018 Workshop Presentation, Montréal, QC, Canada
 Workshop: HCI Outdoors: A CHI 2018 Workshop on Understanding Human-Computer Interaction in the Outdoors

- Elev. Communication, Collaboration, and Shared Experiences in Mobile Video through Drones** Jun. 2016
DIS 2016 Paper Presentation, Brisbane, QLD, Australia
- Elev. Communication, Collaboration, and Shared Experiences in Mobile Video through Drones** Feb. 2016
Invited Talk: Connections Lab (cLab), School of Interactive Arts & Tech., Simon Fraser Univ., Surrey, BC, Canada
- Mechanics of Camera Work in Mobile Video Collaboration** Apr. 2015
CHI 2015 Paper Presentation, Seoul, South Korea
- Improving Collaboration and Shared Experiences in Out-and-About Mobile Video Conferencing** Apr. 2015
CHI 2015 Workshop Presentation, Seoul, South Korea
 Workshop: Everyday Telepresence: Emerging Practices and Future Research Directions
- Designing an Immersive and Entertaining Pervasive Gameplay Experience with Spheros** Oct. 2014
CHI PLAY 2014 Madness Presentation, Poster, and Demo, Toronto, ON, Canada
- Designing an Immersive and Entertaining Pervasive Gameplay Experience with Spheros** Oct. 2014
SurfNet 2014 Poster and Demo, Calgary, AB, Canada
- Collaboration in Mobile Video Conferencing** Oct. 2014
SurfNet 2014 Madness Presentation, Calgary, AB, Canada
- Supporting Non-Verbal Visual Communication in Online Group Art Therapy** Apr. 2014
CHI 2014 Poster, Toronto, ON, Canada
- Non-Verbal Visual Communication in Online Art Therapy** Nov. 2013
University of Calgary SU Undergraduate Research Symposium Poster, Calgary, AB, Canada

OTHER CONTRIBUTIONS

- Prototypes for Online Art Therapy Tools** Feb. 2019
Digital International Creative Arts Therapies Symposium (DICATS), Online/Virtual Conference
Presentation of work in collaboration with Sara Prins Hankinson, Kate Collie, and Anthony Tang.
Presented by Sara Prins Hankinson. <https://youtu.be/S9QMUHKLRWU>

COMMUNITY AND VOLUNTEER EXPERIENCE

- Conference and Journal Reviewer** – multiple occasions 2014 - present
Conferences: CHI 2024, Ubicomp-ISWC 2023, UIST 2023, CHI 2023, CSCW 2021, CHI 2021, CSCW 2020, RO-MAN 2020, DIS 2020, CHI 2020, GROUP 2020, UIST 2019, DIS 2019, CHI 2019, MobileHCI 2018, CSCW 2018, DIS 2018, CHI 2018, TEI 2018, ISS 2017, RO-MAN 2017, CHI 2017, CHI 2015
Journals: Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (PACM IMWUT), Proceedings of the ACM on Human-Computer Interaction (PACM HCI), IEEE Robotics and Automation Letters (RA-L), International Journal of Human-Computer Studies (IJHCS), Journal on Multimodal User Interfaces (JMUI)
 Reviewed papers submitted to top international conferences and journals in the fields of Human-Computer Interaction (HCI), Computer-Supported Cooperative Work (CSCW), and Human-Robot Interaction (HRI).

- Associate Chair (AC)** – multiple occasions 2018 - 2021
ACM CHI Conference, Late-Breaking-Work (LBW) Track
 Assign and manage reviewers for the LBW track for the ACM CHI conference.
- Program Committee (PC) Meeting Student Volunteer Assistant** – multiple occasions 2019 - 2020
ACM DIS Conference
 Assist Session Chairs and the Technical Chairs during the PC meeting for the ACM DIS conference.
- Student Volunteer** – multiple occasions 2014 - 2020
Conferences: GROUP 2020, CHI 2019, CHI 2018, DIS 2016, CHI 2015, CHI PLAY 2014
 Assisted with tasks that kept the conferences running. Duties included (but were not limited to): telepresence assistance; workshop assistance; session monitoring; and assistance with demo and poster receptions.
- Telepresence Assistant** May 2019
ACM CHI Conference 2019
 Assisted the telepresence chairs in providing opportunities to allow some attendees to attend and participate in conference and workshop activities remotely.
- Graduate College Scholar** Sep. 2018 - Dec. 2018
University of Calgary Graduate College
 The College is a cohort of graduate students at the University of Calgary who strive to connect the university and city communities and promote discourse on important and challenging topics. As a member, I served on a subcommittee, helped organize events on and off campus, and volunteered in the community.
- Residence Move-In Volunteer** Sep. 2012 and Aug. 2015
University of Calgary Residence Services, Calgary, AB, Canada
 Helped residence students move their belongings into their suites on Move-In Day.
- Volunteer** – multiple occasions Oct. 2011 – Aug. 2014
University of Calgary Centre for Community-Engaged Learning, Calgary, AB, Canada
 Sample duties: helped build an elementary-school playground; helped sort clothing at the Mustard Seed; helped recruit for UCalgaryCares programs; helped sort flood-relief donations at the Siksika First Nation.
- Volunteer** Aug. 2013
Alberta Flood Aid Benefit Concert, Calgary, AB, Canada
 Helped clean up the field; set up the VIP area; and directed parking.
- Flood-Relief Volunteer** Jun. 2013
The City of Calgary, Calgary, AB, Canada
 Helped clean up homes in two neighbourhoods on two separate days after the June 2013 flooding in Calgary.
- Relay for Life Volunteer** – multiple occasions Jun. 2008 – Apr. 2013
Canadian Cancer Society, Strathmore, AB, Canada and Calgary, AB, Canada
 Helped set up and run five Relay for Life events in Strathmore and at the University of Calgary.

UCalgaryCares Costa Rica Volunteer

May 2012

University of Calgary Centre for Community-Engaged Learning, Isla Chira, Costa Rica.

Travelled with a group of other students to Costa Rica for two weeks to complete numerous volunteer projects for an elementary school and a lodge in a rural island community. The projects involved painting classrooms, sidewalks, fence posts, and bedrooms; repainting a basketball court; and building a bus stop.

Web Developer

Sep. 2010 - Apr. 2011

Students in Free Enterprise at Mount Royal University (SIFE MRU), Calgary, AB, Canada

Set up and maintained the organization's team wiki; assisted with the development of the organization's website.

HONOURS AND AWARDS

Special Recognitions for Outstanding Paper Reviews:	2018 - 2023
<i>CHI 2023, CSCW 2021, CHI 2021, CSCW 2020, DIS 2019, CHI 2018</i>	
NSERC Postdoctoral Fellowship (PDF) (CAD\$45,000/year for up to two years)*	2022
NSERC Postgraduate Doctoral Scholarship (PGS-D) (CAD\$21,000/year)	2018 - 2021
Alberta Innovates Graduate Student Scholarship (CAD\$31,500/year)[†]	2018 – 2020
Best Paper Honourable Mention Award, ACM CHI 2018	2018
<i>For paper "The Benefits and Challenges of Video Calling for Emergency Situations"</i>	
U of C Eyes High Doctoral Recruitment Scholarship (CAD\$25,000/year)[†]	2017 - 2020
Alberta Graduate-Student Scholarship (CAD\$3000)	2016
U of C Computer Science Department Research Award (CAD\$1500)	2015
Alberta Innovates-Technology Futures Graduate Student Scholarship (CAD\$26,500/year)	2014 - 2016
NSERC Undergraduate Student Research Award (USRA) (CAD\$6000 for 4 months)	2014
Queen Elizabeth II Graduate Scholarship (CAD\$10,800)[‡]	2014
U of C SU Undergraduate Research Symposium - GSA Award Honourable Mention (CAD\$500)	2013
NSERC Undergraduate Student Research Award (USRA) (CAD\$5700 for 4 months)	2013
Jason Lang Scholarship (CAD\$1000)	2012 and 2013
Louise McKinney Scholarship (CAD\$2500)	2011

PRESS COVERAGE

CTV News (television) "High-tech tool could help rescue crews"	May 2022
https://bc.ctvnews.ca/video?clipId=2445911	
CTV News (article) "SFU researcher develops new tech-savvy search and rescue system"	May 2022
https://bc.ctvnews.ca/sfu-researcher-develops-new-tech-savvy-search-and-rescue-system-1.5910054	

* Deferred award.

[†] Reduced to top-up.

[‡] Awarded but not disbursed.

Burnaby Now (article) "Researchers develop body cam tech for SAR at Burnaby's SFU" https://tinyurl.com/sar-tech-burnaby-now	May 2022
Metaphorigins (podcast) "S3E6: Tripping Takeoffs & The Interface of Art and Science" https://www.kjbmercurio.com/episode26	Apr. 2021
Microsoft Research (blog) "VROOM: Giving body to telepresence" https://aka.ms/AA8bj56	May 2020
Microsoft Vancouver (blog) "Connection is everything" http://web.archive.org/web/20201129041414/https://mcec.microsoft.ca/blog/connection-is-everything/	Feb. 2020
CBC Spark (radio) "It's a bird, it's a plane, it's...a drone video conferencing system!" http://www.cbc.ca/1.3270846	Oct. 2015
CBC News (article) "Drone study looks to revolutionize video-conferencing" http://www.cbc.ca/1.3209183	Aug. 2015

SELECTED SKILLS AND QUALIFICATIONS

Human-Computer Interaction:

UX Research, UX Design, Prototyping, Lab Experiments, Field Studies, Observation Studies, Interview Studies, Survey Research, Ethnographic Methods, Qualitative Methods, Quantitative Methods, Mixed Methods

Programming languages, tools, platforms, and environments:

Unity, JavaScript, Node.js, Python, C#, .NET, Visual Studio, React, React Native, Swift, Objective-C, iOS, HTML, HTML5, CSS, Java, PHP, MySQL, C, C++, Assembly

Technologies:

Extended Reality (XR/AR/VR/MR) Development (HoloLens, Meta Quest), WebRTC, Robotics Programming, Hardware Prototyping, 3D Printing, Physical Prototyping, Arduino, VICON Motion Capture, Microsoft Kinect

Computing Science:

Computer Graphics, Algorithms

Software Engineering:

Object-Oriented Design, Git

Other:

Teaching, Technical Communication, Video Editing, Photo Editing, Oral Communication