

BRENNAN JONES

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I work on technologies that bring people together. My research in Human-Computer Interaction (HCI) and Computer-Supported Cooperative Work (CSCW) involves building the future of remote collaboration, telepresence, and social computing. I have designed, prototyped, and evaluated user experiences for these purposes, involving emerging technologies such as virtual, augmented, and mixed reality (VR/AR/MR), telepresence robots, tangible and haptic user interfaces, drones, and video communication. I have conducted user studies and empirical research in HCI using methods such as interviews, observations, lab experiments, field studies, ethnographic methods, qualitative, and quantitative analyses, to understand user behaviours and various technologies' impacts on factors such as group collaboration, awareness, and presence. I have published papers at top-tier venues such as ACM CHI, CSCW, and DIS. I am both a researcher and a builder, with experience in full-stack development, and comfortable embracing a variety of tools to create 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

Current:

Research Intern – Supervised by Dr. Andy Wilson & Dr. Sean Rintel Jun. 2021 - Sep. 2021

Microsoft Research – Extended Perception, Interaction & Cognition (EPIC) Group, Redmond, WA, USA

Working in collaboration with the EPIC (Extended Perception, Interaction & Cognition) research group, the Socially Intelligent Meetings research group (Microsoft Research Cambridge), and the Teams product group on research related to video conferencing and remote/hybrid meetings.

Past:

Graduate (M.Sc./Ph.D.) Researcher – Supervised by 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 – Supervised by 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 – Supervised by Dr. Sean Rintel Jul. 2019 - Sep. 2019

Microsoft Research 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 – Supervised by 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, development, and evaluation of remote collaboration tools for people working in distributed workrooms with numerous workstations, devices, and a large wall-sized display. 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 colleagues with research related to video communication and input devices.

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

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.

PERSONAL PROJECTS

XRmas: XR Multi-Agency Spaces for Remote Family Meetings during Christmas Nov. 2020 - present
In collaboration with Yaying Zhang (Microsoft) and Sean Rintel (Microsoft Research Cambridge)

Video demo: <https://youtu.be/vsGzLRctESA> Project page: <https://tinyurl.com/xrmas-proj>

An XR telepresence system that allows a remote family member to visit their loved one's home during Christmas. XRmas enables a remote (VR) user to visit the living room of a local (HoloLens and smartphone-AR) user and interact in a virtual augmented space together in a Christmas context. The remote user can spawn virtual gifts, decorate the room with virtual ornaments, and light up the Christmas tree in the local user's room via IoT.

PUBLICATIONS

Journal Articles (refereed):

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):

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.

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.

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.

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.

* 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

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):

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 and Places through Telepresence	Mar. 2021
<i>Invited Talk: Michigan Information Interaction (Mi2) Lab, University of Michigan, Ann Arbor, MI, USA (Online Talk)</i>	
FeetBack: Augmenting Robotic Telepresence with Haptic Feedback on the Feet	Oct. 2020
<i>ICMI 2020 Paper Presentation, Online/Virtual Conference</i>	
VR-Enabled Telepresence as a Bridge for People, Environments, and Experiences	Apr. 2020
<i>CHI 2020 Workshop Presentation, Online/Virtual Workshop</i>	
Workshop: Social VR: A New Medium for Remote Communication and Collaboration	
Remote Communication in Wilderness Search and Rescue	Jan. 2020
<i>GROUP 2020 Paper Presentation, Sanibel, FL, USA</i>	
Designing for Remote Communication, Collaboration, and Telepresence in the Outdoors	Oct. 2019
<i>Invited Talk: Participatory Information Technology (PIT) Research Centre, Aarhus Universitet, Aarhus, Denmark</i>	
Designing for Remote Communication, Collaboration, and Telepresence in the Outdoors	Oct. 2019
<i>Invited Talk: ExSitu Group, Inria Saclay & Université Paris-Saclay, Orsay, France</i>	
Drones for Remote Collaboration in Wilderness Search and Rescue	May 2019
<i>CHI 2019 Workshop Presentation, Glasgow, Scotland, UK</i>	
Workshop: iHDI: International workshop on Human-Drone Interaction	
Designing a Tangible Interface for Manager Awareness in Wilderness Search and Rescue	Nov. 2018
<i>CSCW 2018 Poster, Jersey City, NJ, USA</i>	
Designing for Distributed Collaboration in Wilderness Search and Rescue	Nov. 2018
<i>CSCW 2018 Doctoral Colloquium and Poster, Jersey City, NJ, USA</i>	

- 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
- 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/S9QMUHKLWU>

COMMUNITY AND VOLUNTEER EXPERIENCE

- Conference and Journal Reviewer** – multiple occasions 2014 - present
Conferences: 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: Intl' 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

NSERC Postgraduate Doctoral Scholarship (PGS-D) (\$21,000/year)	2018 - 2021
Alberta Innovates Graduate Student Scholarship (\$31,500/year)*	2018 - 2020
U of C Eyes High Doctoral Recruitment Scholarship (\$25,000/year)*	2017 - 2020
Alberta Graduate-Student Scholarship (\$3000)	2016
U of C Computer Science Department Research Award (\$1500)	2015
Alberta Innovates-Technology Futures Graduate Student Scholarship (\$26,500/year)	2014 - 2016
NSERC Undergraduate Student Research Award (USRA) (\$6000 for 4 months)	2014
Queen Elizabeth II Graduate Scholarship (\$10,800)†	2014
U of C SU Undergraduate Research Symposium - GSA Award Honourable Mention (\$500)	2013
NSERC Undergraduate Student Research Award (USRA) (\$5700 for 4 months)	2013
Jason Lang Scholarship (\$1000)	2012 and 2013
Louise McKinney Scholarship (\$2500)	2011

PRESS COVERAGE

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" 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

* Reduced to top-up.

† Awarded but not disbursed.

SELECTED SKILLS AND QUALIFICATIONS

Human-Computer Interaction:

User Experience (UX) Research, UX Design, Prototyping, Lab Experiments, Field Studies, Observation Studies, Interview Studies, Ethnographic Methods, Qualitative Methods, Quantitative Methods, Mixed Methods

Programming languages, tools, platforms, and environments:

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

Technologies:

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

Computing Science:

Computer Graphics, Algorithms, Computer Vision

Software Engineering:

UML, Object-Oriented Design, Git

Other:

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