

# BRENNAN JONES

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Email: [brennanjones@acm.org](mailto:brennanjones@acm.org)Website: [brennanjones.com](http://brennanjones.com)

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: 3.75/4.00Honours 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 context-aware human-AI interaction on smart glasses and next-generation wearable augmented reality (AR). Collaborating with designers, engineers, and other research teams to pursue relevant research questions and iterate on design ideas, mentoring research interns, and publishing relevant findings in academic papers.

### User Experience (UX) Researcher III

Nov. 2021 - Mar. 2022

*Google – Stadia and Immersive Stream Team (Contractor via Adecco)*, Los Angeles, CA, USA (Remote)

Worked on UX research to help build and improve tools used by developers and publishers to develop and port their games to the cloud-gaming platform. Collaborated with partners in design, engineering, and project management to determine relevant research questions and business needs and helped facilitate workshop-style activities to translate research findings into business decisions.

### 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)

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\* 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](https://scholar.google.com/citations?view_op=top_venues&hl=en&vq=eng_humancomputerinteraction)

**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.

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.

<b>Volunteer</b>	Aug. 2013
<i>Alberta Flood Aid Benefit Concert, Calgary, AB, Canada</i>	
Helped clean up the field; set up the VIP area; and directed parking.	
<b>Flood-Relief Volunteer</b>	Jun. 2013
<i>The City of Calgary, Calgary, AB, Canada</i>	
Helped clean up homes in two neighbourhoods on two separate days after the June 2013 flooding in Calgary.	
<b>Relay for Life Volunteer</b> – multiple occasions	Jun. 2008 - Apr. 2013
<i>Canadian Cancer Society, Strathmore, AB, Canada and Calgary, AB, Canada</i>	
Helped set up and run five Relay for Life events in Strathmore and at the University of Calgary.	
<b>UCalgaryCares Costa Rica Volunteer</b>	May 2012
<i>University of Calgary Centre for Community-Engaged Learning, Isla Chira, Costa Rica.</i>	
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.	
<b>Web Developer</b>	Sep. 2010 - Apr. 2011
<i>Students in Free Enterprise at Mount Royal University (SIFE MRU), Calgary, AB, Canada</i>	
Set up and maintained the organization's team wiki; assisted with the development of the organization's website.	

## HONOURS AND AWARDS

<b>Special Recognitions for Outstanding Paper Reviews:</b>	2018 - 2024
<i>CHI 2024 LBW, CHI 2023, CSCW 2021, CHI 2021, CSCW 2020, DIS 2019, CHI 2018</i>	
<b>NSERC Postdoctoral Fellowship (PDF)</b> (CAD\$45,000/year for up to two years)*	2022
<b>NSERC Postgraduate Doctoral Scholarship (PGS-D)</b> (CAD\$21,000/year)	2018 - 2021
<b>Alberta Innovates Graduate Student Scholarship</b> (CAD\$31,500/year) <sup>†</sup>	2018 - 2020
<b>Best Paper Honourable Mention Award, ACM CHI 2018</b>	2018
<i>For paper "The Benefits and Challenges of Video Calling for Emergency Situations"</i>	
<b>U of C Eyes High Doctoral Recruitment Scholarship</b> (CAD\$25,000/year) <sup>†</sup>	2017 - 2020
<b>Alberta Graduate-Student Scholarship</b> (CAD\$3000)	2016
<b>U of C Computer Science Department Research Award</b> (CAD\$1500)	2015
<b>Alberta Innovates-Technology Futures Graduate Student Scholarship</b> (CAD\$26,500/year)	2014 - 2016
<b>NSERC Undergraduate Student Research Award (USRA)</b> (CAD\$6000 for 4 months)	2014
<b>Queen Elizabeth II Graduate Scholarship</b> (CAD\$10,800)*	2014
<b>U of C SU Undergraduate Research Symposium - GSA Award Honourable Mention</b> (CAD\$500)	2013
<b>NSERC Undergraduate Student Research Award (USRA)</b> (CAD\$5700 for 4 months)	2013
<b>Jason Lang Scholarship</b> (CAD\$1000)	2012 and 2013

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\* Awarded but not disbursed.

<sup>†</sup> Reduced to top-up.

## PRESS COVERAGE

<b>CTV News (television)</b> "High-tech tool could help rescue crews"	May 2022
<a href="https://bc.ctvnews.ca/video?clipId=2445911">https://bc.ctvnews.ca/video?clipId=2445911</a>	
<b>CTV News (article)</b> "SFU researcher develops new tech-savvy search and rescue system"	May 2022
<a href="https://bc.ctvnews.ca/sfu-researcher-develops-new-tech-savvy-search-and-rescue-system-1.5910054">https://bc.ctvnews.ca/sfu-researcher-develops-new-tech-savvy-search-and-rescue-system-1.5910054</a>	
<b>Burnaby Now (article)</b> "Researchers develop body cam tech for SAR at Burnaby's SFU"	May 2022
<a href="https://tinyurl.com/sar-tech-burnaby-now">https://tinyurl.com/sar-tech-burnaby-now</a>	
<b>Metaphorigins (podcast)</b> "S3E6: Tripping Takeoffs & The Interface of Art and Science"	Apr. 2021
<a href="https://www.kjbmercurio.com/episode26">https://www.kjbmercurio.com/episode26</a>	
<b>Microsoft Research (blog)</b> "VROOM: Giving body to telepresence"	May 2020
<a href="https://aka.ms/AA8bj56">https://aka.ms/AA8bj56</a>	
<b>Microsoft Vancouver (blog)</b> "Connection is everything"	Feb. 2020
<a href="http://web.archive.org/web/20201129041414/https://mcec.microsoft.ca/blog/connection-is-everything/">http://web.archive.org/web/20201129041414/https://mcec.microsoft.ca/blog/connection-is-everything/</a>	
<b>CBC Spark (radio)</b> "It's a bird, it's a plane, it's...a drone video conferencing system!"	Oct. 2015
<a href="http://www.cbc.ca/1.3270846">http://www.cbc.ca/1.3270846</a>	
<b>CBC News (article)</b> "Drone study looks to revolutionize video-conferencing"	Aug. 2015
<a href="http://www.cbc.ca/1.3209183">http://www.cbc.ca/1.3209183</a>	

## SELECTED SKILLS AND QUALIFICATIONS

### Human-Computer Interaction:

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

### Technologies and Domain-Specific Topics:

Large Language Models (LLMs), Generative AI, Prompt Engineering, Extended Reality (XR/AR/VR/MR) Development (HoloLens, Meta Quest), Robotics Programming, Hardware Prototyping, 3D Printing, Physical Prototyping, Arduino, VICON Motion Capture, Microsoft Kinect, WebRTC, Computer Graphics, Algorithms

### 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

### Software Engineering:

Object-Oriented Design, Git

### Other:

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

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