Ethan Osborne

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EXPERIENCE

UCSC, Santa Cruz, CA — *Teaching/Research Assistant*

2020 - present

Currently leading the design and development of an interactive narrative game aimed at helping mitigate the effects of social identity threat. The team consists of three master's students and three undergraduates.

Presented two guest lectures as well as led multiple undergrad teams through an accessible redesign of a game as a teaching assistant for CMPM 80K Accessible Games.

Worked as a research assistant on a VR game for individuals recovering from strokes. Provided design feedback, led note-taking on interview sessions, and helped develop the game in Unity.

Pinckney Hugo Group, Syracuse, NY — *User Experience Intern*

Summer 2018 Internship Program

Created Powerpoints to showcase competitive analyses and insights gathered from Google Analytics.

Tasked with creating basic wireframes which were created both by hand and by Axure.

Utilizing existing agency needs, a project was completed that included a mockup of an app that would help with the onboarding of new employees.

Pinckney Hugo Group, Syracuse, NY — *Web Development Intern*

Summer 2017 Internship Program

Created WordPress sites from initial designs, to coding the site, to testing cross-browser compatibility and all other go-live necessities.

Developed custom experiences for each client, including social media and Google Maps API integration.

Through the use of custom post types and advanced custom fields, content was made dynamic and client's expectations were exceeded.

Developed skills in time management, client relations, and collaboration simultaneously while learning invaluable front-end development skills.

EDUCATION

UCSC, Santa Cruz, CA — *Ph.D. in Computational Media*
October 2020 – present

SUNY Oswego, Oswego, NY — *M.A. in Human-Computer Interaction*
January 2018 - May 2019

Nazareth College, Rochester, NY — *B.A. in Psychology*
August 2013 - May 2017

PUBLICATIONS

Effects of VR Gaming and Game Genre on Player Experience - Published in IEEE GEM 2019

The Impact of Controller Type on Video Game User Experience in Virtual Reality - Published in IEEE GEM 2019

SOFTWARE

Invision, Axure, Qualtrics, Github, Google Analytics, Unity, Unreal

SKILLS

User Centered Design, Wireframing, Prototyping, User Research, Survey Design, Statistical Analysis, Persona Creation, Web Development, Competitive Analysis, Usability Testing, Agile Methodology