

Job Posting:174943 - Position: W26 Data Analyst / UX Research Co-op - DigiBC Work Placement 174943B

Co-op Work Term Posted: 2026 - Winter
App Deadline 11/07/2025 11:59 PM
Application Method: Through Employer Website
Posting Goes Live: 10/31/2025 02:07 PM
Job Posting Status: Approved

ORGANIZATION INFORMATION

Organization Cognitive3D
City Vancouver
Province / State BC
Country Canada

JOB POSTING INFORMATION

Placement Term 2026 - Winter
** Job Title ** W26 Data Analyst / UX Research Co-op - DigiBC Work Placement 174943B
Position Type Co-op Position
Job Location Remote
Country Canada
Duration 4 or 8 months
Work Mode Fully Remote
Salary Currency CAD
Salary 25.0 per hour for 40 Major List
Job Description

Data Analyst / UX Research Co-op Cognitive3D

Location: Hybrid/Remote

Job Type: Full-Time (40hrs/week)

Duration: January - April 2026

Salary: \$25/hour

About the Role

We're seeking a Data Analyst / UX Research Co-op student to join our team and explore how human movement and spatial interaction data can be translated into meaningful insights. In this hands-on role, you'll work at the intersection of data science, human factors, and user experience research, helping develop innovative ways to measure and quantify user behavior in immersive environments. You'll collaborate closely with our engineering and research teams to build, test, and evaluate new methods of analyzing spatial datasets captured in VR/AR/XR. This is an opportunity to contribute to real-world analytics tools that enhance how developers and designers understand user engagement and movement patterns.

Responsibilities

- Develop and prototype new methods of quantifying human movement and spatial behavior in immersive experiences using R (familiarity with tidyverse preferred), Python, or similar tools
- Conduct literature reviews to support the operationalization of cognitive and behavioral concepts into measurable metrics

- Analyze large datasets to identify meaningful patterns and relationships, applying strong statistical reasoning and problem-solving skills
- Translate quantitative insights into visualizations, reports, or dashboards that help designers and engineers make informed decisions
- Work collaboratively across teams, contributing your knowledge of kinesiology, psychology, or cognitive science to enhance the user research process
- Communicate findings clearly to both technical and non-technical audiences, demonstrating curiosity and initiative in exploring new methods
- Participate in experimental design discussions, testing procedures, and iteration of data collection processes

This position is part of DigiBC's Work Placement Program, which supports postsecondary students by providing experiential learning opportunities in animation, video games, visual effects, and XR. As a part of this program, participating students benefit from customized orientation workshops, e-learning resources, mentoring support, and opportunities to build their professional network in the creative technology industry. Subsidy funding for this position is made available through the Student Work Placement

Program (SWPP) grant administered by the ICTC WIL Digital program. This position is open to students who are registered at ACE-WIL accredited public post-secondary institutions, reside in British Columbia, and are Canadian Citizens, Permanent Residents, or Protected Persons as defined by the Immigration and Refugee Protection Act.

Job Requirements

Qualifications

- Currently enrolled in a program in Cognitive Science, Psychology, Neuroscience, Kinesiology, Physiology, Data Science, Statistics or related fields
- Coursework or project experience in data science or programming (R, Python, or similar)
- Familiarity with human movement, physiology, or behavioral data analysis
- Understanding of statistics and experimentation fundamentals (e.g., probability, hypothesis testing, control groups)
- Comfortable learning new tools and adapting to emerging methodologies quickly
- Excellent written and verbal communication skills, with the ability to explain analytical concepts clearly
- Bonus: experience using Git/version control, VR/AR/XR development tools, or an interest in gaming and sports analytics

Citizenship Requirement Canadian & Permanent Residents & Refugees Only

APPLICATION INFORMATION

Application Procedure Through Employer Website

Cover Letter Required? Preferred

Address Cover Letter to Hiring Manager

Special Application Instructions

Please forward your application to wpo@digibc.org.

Cover letter is optional but preferred. We would like to know your understanding of the job description and requirements.