Lucas Colusso

Design *Able to quickly translate research into design through prototyping and stakeholder feedback. Strong visual design skills. Expert in Sketch, Principle, Figma, InVision, Adobe XD, Photoshop, Illustrator; as well as HTML, CSS, and ActionScript. Experienced with JavaScript, PHP, RoR, and Python.*

Interaction Designer *Mylo 2018*
Worked with business stakeholders to translate value proposition into an interactive prototype.

UX Designer *Resultados Digitais 2014*
Designed marketing software. Side tasks involved Front-End, Information Architecture, and research.

Lead Designer *MobilEasy 2011-13*
Lead the UX and Visual Design for web and mobile apps related to education, fitness, real estate.

Lead Designer *GSI Online 2008-10*
Designed and programmed ActionScript learning objects and online management systems.

Graphic Designer *2005-08*
Worked at multiple advertising and design agencies in Southern Brazil.

Research *Skilled in conducting interviews, contextual inquiry, and diary studies to understand the nuances of people's experiences; and in the use of think-aloud, task analysis, card sorting and eye-tracking for usability testing. Experienced in survey and experiment design and analysis, as well as log analysis.*

User Experience Research Intern *Facebook 2016 and 2017*
In 2016, interviewed advertisers using advanced ad targetting.
In 2017, used diary study and surveys to investigate a particular type of Facebook Group.

Graduate student in Human Centered Design and Engineering *University of Washington 2019*expected*
Investigating the Research-Practice gap, which has resulted in published studies such as:
Behavior Change Design Sprints *at DIS'18.*
Translational Resources *at DIS'17 * top 5% of publications.*
Designing Closeness to Increase Gamers' Performance *at CHI'17.*

Strategy *Able to identify key metrics and establish product design processes in coordination with stakeholders. End-to-end understanding of the product development process, bridging research, design, development, and business.*

UX Strategy Consultant *Delivery Much 2018*
Established a UX metrics framework to drive research and design processes.
Created a knowledge management system for the company.

Education *Strong background in Design allied with studies in Human-Computer Interaction. Awarded scholarships and fellowships to conduct graduate studies: full support for Masters and Doctoral studies from the Brazilian Government through two competitive scholarship programs; and a fellowship from the University of Washington to conduct dissertation research.*

Bachelor of Visual Communication *Federal University of Santa Maria, Brazil 2008*
Master of Design *Federal University of Santa Catarina, Brazil 2014*
Ph.D. in Human Centered Design and Engineering *University of Washington 2019*expected*

Lucas Colusso

Teaching and Mentoring *Experienced mentoring undergraduate and graduate design students in design and research. Co-created 2 courses at the University of Washington, acted as a Teaching Assistant. Provided individualized training and mentoring to students.*

Co-creator *Designing for Behavior Change 2017 and 2018*
Worked with Professor Gary Hsieh to create a course on Behavior Change, and succesfully ran two iterations so far, for 25 Masters students in '17 and 15 in '18.

Co-creator *Introduction to HCDE 2015*
Worked with Andy Davidson and Professor Jennifer Turns to create an introductory-level course on Human Centered Design and Engineering. Lead 2 classes of 25 Undergraduate students each.

Teaching Assistant *Interaction Design and Prototyping 2017*
Assisted Professor Gary Hsieh in grading and mentoring the interaction design work of 25 Masters students.

Teaching Assistant *Visual Communication 2016*
Assisted Professor Daniela Rosner in teaching the basics of Graphic Design to 40 Undergraduate students.

Usability Testing Laboratory Manager *2014-15*
Trained undergraduate and graduate students on usability testing hardware and software such as Morae, Tobii, FaceReader, and Silverback.

Design Office Hours *2016-current*
Mentoring undergradute and graduate students in visual and interaction design. Mentoring masters students in user research methods. Has conducted formal portfolio review and mock interview sessions.

Service *Involved in efforts to give back to associated academic, professional, and underprivileged communities. Co-founded networking groups; peer reviewed scientific papers for the top Human-Computer Interaction conferences; helped organizing events; and taught underprivileged communities the basics of computer utilization.*

Co-Founder *Brazilian Researchers and Students in Seattle Group 2016-present.*

Paper Reviewer *DIS'17/18; CHI'15/16/17/18; CSCW'16/17; ILA 18.*

Event Organizer
Co-organized 2 hackathons for hundreds of students – DubHacks'15 and DubHacks'16.
Volunteered at HCI conferences – UbiComp'14 and DIS'17.
Organized a series of design workshops to support the startup community in Brazil in 2013.

Technology Tutor *Taught MS Office and basic PC skills to underprivileged communities in Brazil in 2012.*