

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

Working with business stakeholders to translate value proposition into interactive prototypes.

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, and 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 targeting.

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:

Translational Resources published at DIS'17 * top 5% of publications.

Designing Closeness to Increase Gamers' Performance published at CHI'17.

Usability Testing Laboratory Manager 2014-15

Trained undergraduate and graduate students on usability testing hardware and software such as Morae, Tobii, FaceReader, and Silverback.

Process Able to 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.

Behavior Change Design Sprints published at DIS'18.

Created a design process for quickly prototyping behavior change technologies.

Led a series of sprints using the process, both at the University of Washington and in industry.

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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*

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 successfully 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.

Design Office Hours *2016-current*

Mentoring undergraduate 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 PC basics to underprivileged communities.*

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

Lead Facilitator *Foundation for International Understanding Through Students 2017-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.*