Lucas Colusso

UX Researcher with a solid background in Product Design   lucascolusso.com   colusso@uw.edu

	Expert	Beginner
RESEARCH	Interviews, Card Sorting, Qual Analysis, Concept Testing.	Surveys, Diary Studies, Experiments, R, Morae, Tobii Eye-Tracking, Tableau.
DESIGN	Visual Design, UX/UCD Design. Sketch, Axure, Adobe XD/Illustrator/Photoshop.	Origami, Pixate, FramerJS, Sketch3D.
CODE	HTML, CSS.	JavaScript, Python, Rails, PHP.

Work

2016 — **User Experience Researcher Intern, Facebook**
Advertiser-facing experiences research.
Design and Execution of Studies; Qualitative Data Analysis; Product Recommendations.

2014 - 2015 — **Laboratory for Usability Testing and Evaluation Manager, University of Washington**
Management of a Usability Testing Lab.
Trained students on usability testing hardware/software (Morae, Tobii, FaceReader, Silverback).

2014 — **Product Designer, Resultados Digitais - Brazil**
Design for SaaS Marketing tools.
UI/UX Design; Front-End; Information Architecture; Content Strategy; User Research.

2010 - 2013 — **Lead Product Designer, MobilEasy - Brazil**
Web and Mobile Design for different industries (Education, Exercising, Well-being, Real Estate).
UI/UX Design; Front-End.

2008 - 2011 — **Lead Product Designer - GSI Online/GrupoA/Blackboard - Brazil**
Design of Learning Objects and web experiences for corporate clients.
Interaction Design, Illustration/Animation, Interns Training.

Education

2014 - present — **Ph.D. Student, Human Centered Design and Engineering, University of Washington**
Advisors: Gary Hsieh and Sean Munson.
Coursework: Ethnography, Design Thinking, Experimental Design, Statistics, Python.

2012 - 2014 — **Master of Design, Federal University of Santa Catarina - Brazil**
Advisor: Alice Cybis.

2004 - 2008 — **Bachelor of Industrial Design, Federal University of Santa Maria - Brazil**

Interests

The 'Research-Practice Gap'
I explore ways to increase collaboration between HCI academic researchers and industry designers. How can HCI academia better support how design practitioners find information and work? What can Academia learn from Industry through cross-community engagement activities?

Several websites with design inspiration and new design tools were released in the past few years, affecting how designers work, but how exactly? What information resources and tools will be in the designer's toolkit in the future? How can we transform practitioners' perception of Academia as 'another world' to a *valuable partner*?

I am also interested in learning new skills and tools to be a more competent researcher, especially those related to quantitative methods.

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Publications

2016   **Designing Closeness to Increase Gamers' Performance**
         CHI'16. Lucas Colusso, Gary Hsieh, Sean Munson.

2016   **PlanSourcing: Generating Behavior Change Plans with Friends and Crowds**
         CSCW'16. Elena Agapie, Lucas Colusso, Gary Hsieh, Sean Munson.

Research

2015 - present   **Research Assistant, Prosocial Computing Laboratory, University of Washington**
                   Mixed-methods studies on the Research-Practice Gap.
                   Advisors: Gary Hsieh, Sean Munson.

2014 - 2015   **Research Assistant, Prosocial Computing Laboratory, University of Washington**
                   Experimental evaluation of Social Comparison feedbacks to motivate gamers performance.
                   Advisors: Gary Hsieh, Sean Munson.

2015   **Fieldwork, Research Methods II, University of Washington**
                   Ethnography of a sharing-economy organization.
                   Instructor: Charlotte Lee.

2012 - 2013   **Research Assistant, HiperLab, Federal University of Santa Catarina - Brazil**
                   Development and testing of a method to generate concepts for User Interface Design.
                   Advisor: Alice Cybis.

2011   **Research Assistant, Content Design Center, Federal University of Santa Maria - Brazil**
                   Quantitative study of Design students' practices and needs around mobile devices.
                   Advisors: Volnei Matté, Marcos Brod Jr.

Teaching

2016   **HCDE 308 Visual Communication, University of Washington**
         Lecturer: Daniela Rosner. 40 students.
         Lead lectures; graded students' work; mentored students in office hours.

2016   **HCDE 596 Supporting Designers of Behavior Change Technologies, University of Washington**
         Advised by: Gary Hsieh, Sean Munson. 15 students.
         Directed a research group of Masters and Bachelor students.

2015   **HCDE 210 HCDE Special Topics, University of Washington**
         Lecturers: Andy Davidson, Jennifer Turns. 100 students.
         Planned lectures and studio sessions; lead studio sessions; graded assignments.

Fellowships

CAPES-Brazil Full Doctorate, University of Washington

CNPQ-Brazil Full Masters, Federal University of Santa Catarina - Brazil

Service

Reviewer
CHI'15, CHI'16, CHI'17, CSCW'16.

Events Organizer
Student Hackathons: DubHacks'15 and DubHacks'16 - University of Washington, Seattle.
Design workshops (2013) to support the local startup community - Florianópolis, Brazil.

Technology Tutor
MS Office classes (2012) for underprivileged communities - Faxinal do Soturno, Brazil.