

Lucas Colusso

lucascolusso.com
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Seattle, WA

skillset

Interaction Design. Able to quickly translate user research findings into design through prototyping and stakeholder feedback. Strong visual design skills. Extensive use of HTML, CSS, and ActionScript. Skilled in many tools, such as Sketch, Figma, InVision and Supernova Studio, Adobe XD, Photoshop and Illustrator. Experienced working with JavaScript, PHP, RoR, and Python environments.

Research. Use of qualitative methods for obtaining insights, usability testing for validation, and quantitative methods. Skilled in interviews, contextual inquiries, diary studies, and observations to understand the nuances of people's experiences. Use of Think-aloud, Task analysis, Card sorting and Eye-tracking for usability testing. Intermediate experience in the deployment and analysis of surveys and experimental design, as well as SQL log analysis.

industry experience

UX and Interaction Designer Mylo 2018 - present
Visual and Interaction Design of a mobile app. Working with business stakeholders to translate value propositions into interactive designs.

UX and Interaction Designer Incloodle 2018 - present
Incloodle is an app to engage young kids in inclusive play. Visual and Interaction Design of an iPad app, and Front-End Development on Xcode and Supernova.

UX Strategy Consultant Delivery Much Brazil 2018
Established a UX metrics framework to drive a user-centered research and design process. Created a knowledge management system.

User Experience Research Intern Facebook 2017
Research for the Groups team. Designed and analyzed a diary study and a survey.

User Experience Research Intern Facebook 2016
Research for Advertiser-facing experiences. Conducted interviews, qualitative data analysis, and presented product recommendations.

Strategy. Able to identify key user experience metrics and establish metric-driven design processes in coordination with stakeholders. End-to-end understanding of the UX process, from user insights discovery to the translation of those insights into functional design strategy that bridge use cases and business value propositions. Use of personas, scenarios, user journeys, and task flow creation.

Education. Experienced teaching design to undergrad and masters' students and facilitating design workshops. Able to mentor novice designers in User-Centered Design, Interaction Design and User Experience research. Able to mentor designers in small-scale projects. Has developed, assessed, and published design methods to facilitate the creation of design concepts and prototypes by novice designers and stakeholders without design training.

Laboratory for Usability Testing Manager UW 2014-15
Management of the lab. Trained undergrad and masters' students on usability testing hardware and software (Morae, Tobii, FaceReader, Silverback).

UX Designer Resultados Digitais Brazil 2014
Design of digital marketing tools.
UX Design, Visual Design, Front-End, Information Architecture, Content Strategy, User Research.

Lead Designer MobilEasy Brazil 2011-13
Web and Mobile Design for various industries such as Education, Exercising, Well-being, Real Estate.
UI and UX Design; Front-End.

Lead Designer GSI Online/Blackboard Brazil 2008-10
Design and programming of ActionScript learning objects and online management systems. Interaction Design, Illustration and Animation, intern training.

Graphic Designer 2005-08
Worked at multiple advertising and design agencies: PactaCom, Forza Comunicação, Cia de Propagandas.

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education

Ph.D. Candidate in Human Centered Design and Eng.
University of Washington, Seattle 2014-19
Advisors: Gary Hsieh and Sean Munson.
Coursework: Ethnography, Design Thinking, Design research, Experimental Design, Statistics, Python.

Master of Design
Federal University of Santa Catarina, Brazil 2012-14
Advisor: Alice Cybis.

Bachelor of Visual Communication
Federal University of Santa Maria, Brazil 2004-08

teaching

HCDE 536 Interaction Design and Prototyping
University of Washington, Seattle 2017
Lecturer: Gary Hsieh. 25 Masters students.
Graded assignments; presented case studies in class.

HCDE 598 Designing for Behavior Change
University of Washington, Seattle 2017-18
Lecturer: Gary Hsieh. 25 Masters students in '17 and 15 Masters students in '18.
Planned and created lectures and studio sessions. Lead studio sessions. Graded assignments.

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

HCDE 210 HCDE Special Topics
University of Washington 2015
Lecturers: Andy Davidson, Jennifer Turns.
100 Undergrad students.
Planned and created lectures and studio sessions, lead studio sessions for 2 classes of 25 students each, and graded assignments.

publications

Behavior Change Design Sprints
DIS Designing Interactive Systems 2018
Lucas Colusso, Tien Do, Gary Hsieh.

Translational Resources: Reducing the Gap Between Academic Research and HCI Practice
DIS Designing Interactive Systems 2017
Lucas Colusso, Cindy Bennett, Gary Hsieh, Sean Munson.
★ Honorable mention for top 5% publications

Designing Closeness to Increase Gamers' Performance
CHI Human Factors in Computing Systems 2017
Lucas Colusso, Gary Hsieh, Sean Munson.

service

Brazilian Researchers and Students Group Co-Founder
University of Washington, Seattle 2016-present

Paper Reviewer
DIS 17, 18 | CHI 15, 16, 17, 18 | CSCW 16, 17 | ILA 18

Student Hackathon Organizer
University of Washington, Seattle 2015-16
DubHacks'15 and DubHacks'16

Design Workshops Organizer
Florianópolis, Brazil 2013
Series of events to support the local startup community.

Technology Tutor
Faxinal do Soturno, Brazil 2012
Microsoft Office classes for underprivileged communities.

awards

Design award University of Washington. 2018
Graduate School Presidential Dissertation Fellowship Award. University of Washington. 2018
Funding for Ph.D. studies. Brazilian Govt. 2014-18
Funding for Masters studies. Brazilian Govt. 2012-13