

Lucas Colusso

Designer with solid research skills

lucascolusso.com

colusso@uw.edu

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

Work

- 2017
 - **User Experience Researcher Intern, Facebook**
Research for the Groups team.
Designed and analyzed a diary study; Designed and analyzed a survey.
- 2016
 - **User Experience Researcher Intern, Facebook**
Research for Advertiser-facing experiences.
Conducted interviews; Qualitative Data Analysis; Crafted 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 of digital marketing tools.
UI/UX Design; Front-End; Information Architecture; Content Strategy; User Research.
- 2010 - 2013
 - **Lead Designer, MobilEasy - Brazil**
Web and Mobile Design for various industries (Education, Exercising, Well-being, Real Estate).
UI/UX Design; Front-End.
- 2008 - 2011
 - **Lead Designer - GSI Online/GrupoA/Blackboard - Brazil**
Design and programming of learning objects (AS) and management systems.
Interaction Design, Illustration/Animation, Trained interns.
- 2005 - 2008
 - **Graphic Designer**
Worked in multiple advertising and design agencies in Southern Brazil
(PactaCom, Forza Comunicação, Cia de Propagandas).

Education

- 2014 - present
 - **Ph.D. Candidate, 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 Visual Communication, Federal University of Santa Maria - Brazil**

Publications

- 2017
 - **Translational Resources: Reducing the Gap Between Academic Research and HCI Practice**
DIS'17. Lucas Colusso, Cindy Bennett, Gary Hsieh, Sean Munson.
[Honorable mention \(top 5%\)](#)
- 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.

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Teaching

- 2017
 - **HCDE 536 Interaction Design and Prototyping, University of Washington**
Lecturer: Gary Hsieh. 25 Masters students.
Graded assignments; presented case studies in class.
- 2017
 - **HCDE 598 Designing for Behavior Change, University of Washington**
Lecturer: Gary Hsieh. 25 Masters students.
Planned and created lectures and studio sessions; lead studio sessions; graded assignments.
- 2016
 - **HCDE 308 Visual Communication, University of Washington**
Lecturer: Daniela Rosner. 40 Undergrad 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 Undergrad students.
Planned and created lectures and studio sessions; lead studio sessions; graded assignments.

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.

Service

Co-Founder & Vice-president

PUB. Brazilian Researchers and Students at the University of Washington. (16-present)

Paper Reviewer

CHI (15, 16, 17, 18), CSCW (16, 17), DIS (17, 18).

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

Microsoft Office classes (2012) for underprivileged communities - Faxinal do Soturno, Brazil.

Awards

CAPES-Brazil Full Doctorate, University of Washington

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