

**ABOUT**

I am focused on UX/Product design openings at a company that can benefit from my knowledge and experience in Human Computer Interaction, game design, and social VR design research.

**SKILLS**

<p><b>Game Platforms</b></p> <p>Consoles, Web, Mobile, PC, Oculus Rift, Oculus Quest, Gear VR, HTC Vive, Microsoft Hololens.</p>	<p><b>Social VR Platforms</b></p> <p>Spatial, Glue, MeetinVR, Mozilla Hubs, VRChat, AltspaceVR, Rec Room, Meta Horizon, High Fidelity, Anyland.</p>	<p><b>Web + Graphic Design</b></p> <p>Adobe Creative Suite (Photoshop, Illustrator, InDesign), Figma, Sketch, InVision, Balsamiq Mockups, WordPress.</p>	<p><b>Game Development</b></p> <p>Unity, Unreal (limited), Game Maker Studio, Godot, Buildbox, Roblox, Dreams (PS4).</p>
<p><b>Software</b></p> <p>MS Office, Qualtrics, Mailchimp, Survey Monkey, knowledge of SPSS.</p>	<p><b>Productivity</b></p> <p>Notion, JIRA, Basecamp, Trello, SCRUM, Slack, Discord, P4, Hansoft.</p>	<p><b>Programming (limited)</b></p> <p>Java, JavaScript, Python, HTML, C#.</p>	<p><b>Languages</b></p> <p>English (fluent), Russian (native).</p>

**EXPERIENCE**

<p>Jun 2022 - Present</p> <p>Sep 2017 - Jun 2022</p>	<p><b>Baskin School of Engineering / University of California, Santa Cruz, CA</b></p> <p><b>Ph.D. Candidate &amp; Graduate Research Assistant</b> - <i>Part-time, Remote</i></p> <p><b>Graduate Research Assistant &amp; Teaching Assistant</b> - <i>Full-time, Hybrid</i></p> <p>Assisted teaching undergraduate courses on game design: <a href="#">CMPM 170 Game Design Studio I</a>, <a href="#">CMPM 176 Game Systems</a>, <a href="#">CMPM 120 Game Development Experience</a>. Engaged in a series of research projects on games and social Virtual Reality (VR) using a variety of user research methods and prototyping software (see publications). My dissertation research focuses on the design of social affordances and novel technical interventions to support meetings in social VR.</p>
<p>Apr 2020 - Mar 2021</p>	<p><b>MANU Video Game Maker, Saint-Petersburg, Russia</b></p> <p><b>UX Researcher &amp; Product Designer</b> - <i>Full-time, Remote</i></p> <p>Managed and conducted user research for <a href="#">MANU</a> game engine. Planned and implemented user research strategy and methods, led subject recruitment activities. Worked closely with marketing and product teams to identify research topics. Performed qualitative and quantitative analyses (Survey Monkey, SPSS). Translated research findings into actionable, prioritized recommendations. Assisted with product design, created software UX/UI wireframes, mock-ups and prototypes in Figma.</p>
<p>May - Aug 2017</p>	<p><b>Treyarch CORP / Activision Blizzard, Santa Monica, CA</b></p> <p><b>Systems Design Intern</b> - <i>Full-time, Onsite</i></p> <p>Translated game systems and gameplay user experience goals into intuitive UI to support and enhance the multiplayer experience in <a href="#">Call of Duty Black Ops 4</a> title. Designed game systems, conceptual wireframes, user flow diagrams, and low-fidelity prototypes for competitive play in Adobe Illustrator to communicate design concepts for further discussions and playtest purposes.</p>
<p>Sep 2016 - May 2017</p>	<p><b>Crazy Cool Apps LLC, Glendale, CA</b></p> <p><b>Graphic Designer</b> - <i>Freelance, Hybrid</i></p> <p>Corporate website design, rapid prototyping of mobile applications and websites in InVision, concept wireframing, design of logos, icons, banners, image optimization for web illustrations, usability testing, system design of mobile games, and user flow diagrams using Adobe Photoshop and Adobe Illustrator.</p>
<p>May 2015 - Aug 2016</p>	<p><b>Games for Entertainment &amp; Learning (GEL) Lab, Michigan State University, East Lansing, MI</b></p> <p><b>Game Designer</b> - <i>Part-time, Onsite</i></p> <p>Worked on a client project (Federal Credit Union) – <a href="#">Saving Draggie</a>, a mobile/web game about financial literacy targeted at young children. Conducted design research on children's cognitive development, designed and prototyped the gameplay system in Adobe InDesign, assisted with the UI design in Unity 3D. Designed flow charts and wireframes for a VR/Web interactive project on HTC Vive (<a href="#">VESTA</a>).</p>
<p>Dec 2013 - Aug 2014</p>	<p><b>Playvision LTD, St. Petersburg, Russia</b></p> <p><b>Game Producer</b> - <i>Full-time, Onsite</i></p> <p>Spearheaded the process of publishing and launching the web-based MMO product (<a href="#">Lady Popular Fashion Arena</a>) for the Russian-speaking consumer market, participated in team recruitment, identified future project milestones and sprints, analyzed product KPIs using built-in game analytics (DAU, MAU, Retention Rate, Churn Rate, ARPU, ARPPU).</p>

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## EXPERIENCE

Oct - Dec 2013

Jan 2010 - Mar 2011

**Creat Studios INC, St. Petersburg, Russia**

**Associate Producer** - Full-time, Onsite

**UX Researcher** - Full-time, Onsite

Co-managed the design and development of a mobile MMOG, handled communications with publishers, prepared localization kit updates for 8 languages, conducted user research for game's DLC's for [Mushroom Wars](#) (Android, iOS, PS3). Conducted design research and usability testing of in-game UI, produced competitive analysis reports of social games (Vkontakte, Orbit, Facebook, Odnoklassniki), synthesized gameplay data, and led playtests.

Jun 2012 - Aug 2013

**Mind Candy LTD (Moshi Monsters), Community & eSafety Department, London, UK**

**Research Assistant in Online Safety** - Contract, Remote

Led a research study on online and offline crimes against children in the US, the UK, Canada, and Australia, developed recommendations to improve company's safety tools in gaming virtual worlds at the world's largest kids/teen virtual gaming site - [Moshi Monsters](#).

Sep 2011 - Aug 2013

**Creative Mobile OU, Tallinn, Estonia**

**UX Designer** - Contract, Hybrid

Applied UX design and games user research methods using theories from psychology for character development and player typology, synthesized gameplay data, performed usability tests of game's UI and users' motivation to engage and monetize in mobile games - [Bad Blood TCG](#), [Crazy Genetics](#), [Drag Racing Bike Edition](#), [Nitro Nation: Drag Racing](#).

Mar 2011 - Mar 2012

**International Center For Missing & Exploited Children (ICMEC), Alexandria, VA**

**Researcher & Atlas Corps Fellow** - Full-time, Onsite

Dec 2011 - Feb 2012

**Forensic Imaging Trainee** - Part-time, Onsite

Facilitated cross-agency partnership building (DOJ, FBI, Microsoft), suggested a model to promote child pornography legislation in Russia, conducted research on Child Internet Safety in online gaming, facilitated the development of educational video game proposal for children with lessons about online safety. Gained professional skills in age progression imaging and face reconstruction, used Photoshop to reconstruct faces of missing persons, one of my works was used by the request of the FBI in a high-level case. (References are available upon request)

## EDUCATION

Mar 2023 *Expected*

**Ph.D. in Computational Media**

Advisor: Katherine Isbister

Concentration in Human Computer Interaction (HCI), Game Design, and social VR Design

University of California Santa Cruz, Jack Baskin School of Engineering

May 2016

**Master of Arts (M.A.) in Media & Information**

Advisors: Carrie Heeter, Brian Winn, Casey O'Donnell

Concentration in Human Computer Interaction (HCI), Game Design and Development

Michigan State University, College of Communication Arts and Sciences

May 2015

**Graduate Certificate in Serious Game Design**

Michigan State University, College of Communication Arts and Sciences

Jun 2010

**Master's Degree in Sociology, Studies in European Societies (M.A.)**

Advisor: Svetlana Yaroshenko

St. Petersburg State University, Faculty of Sociology

Jun 2008

**Specialist's Degree in Psychology** (equals to the B.S. and M.S. Degree in Psychology in the US)

Advisor: Leonid Kulikov

St. Petersburg State University, Faculty of Psychology

## AWARDS

2014 - 2018

Fulbright Student Scholar, USA

2016

CHI Play Student Game Design Competition Certificate for World of Riders, VR Exergame, Austin, TX, USA

2016

International Game Developers Association scholar at Game Developers Conference, San Francisco, CA, USA

2016

Muskie Summer Internship scholar at Games for Entertainment and Learning Lab, MI, USA

2016

Outstanding M.A. Student Leader Award, MI, USA

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## AWARDS

2015	Master of Arts Academic Merit Award, Michigan State University, USA
2012	Young Professionals in Foreign Policy Award, Washington D.C., USA
2011 - 2012	Atlas Corps Fellowship, Washington D.C., USA
2010	Centre for German and European Studies Award in St. Petersburg, Russia
2010	DAAD (German Academic Exchange Service) scholarship, Bielefeld, Germany

## PUBLICATIONS

2022	<i>Jialang Victor Li, Max Kreminski, Sean M Fernandes, Anya Osborne, Joshua McVeigh-Schultz, and Katherine Isbister</i> <b>Conversation Balance: A Shared VR Visualization to Support Turn-taking in Meetings</b> In CHI Conference on Human Factors in Computing Systems Extended Abstracts (CHI EA '22). Association for Computing Machinery, New York, NY, USA, Article 181, 1-4. DOI: <a href="https://dl.acm.org/doi/10.1145/3491101.3519879">https://dl.acm.org/doi/10.1145/3491101.3519879</a>
2022	<i>Katherine Isbister, Joshua McVeigh-Schultz, Anya Osborne, and Jialang Victor Li</i> <b>Augmenting Social Presence in VR Meetings</b> In Social Presence Workshop at the Conference on Human Factors in Computing Systems (CHI '22), New Orleans, LA, USA, 1-4. LINK: <a href="https://drive.google.com/file/d/1hSpEpxN_dW04Yjmx7kpSjIDexETkBYd/view">https://drive.google.com/file/d/1hSpEpxN_dW04Yjmx7kpSjIDexETkBYd/view</a>
2021	<i>Joshua McVeigh-Schultz, Anya Osborne, Max Kreminski, Sean Fernandes, Sabrina Fielder, Victor Li, and Katherine Isbister</i> <b>Social Superpowers in Social VR</b> In Social VR: A New Medium for Remote Communication & Collaboration 2021 Workshop in 2021 ACM CHI Virtual Conference on Human Factors in Computing Systems: 1-5. LINK: <a href="https://442e4efe-5603-4db5-bb2cb1a81a4eb29a.filesusr.com/ugd/3ad93e_8cf5a82bf8d746a3a7141289f4db3db5.pdf">https://442e4efe-5603-4db5-bb2cb1a81a4eb29a.filesusr.com/ugd/3ad93e_8cf5a82bf8d746a3a7141289f4db3db5.pdf</a>
2019	<i>Joshua McVeigh-Schultz, Anya Osborne, and Katherine Isbister</i> <b>Shaping Pro-Social Interaction in VR: An Emerging Design Framework</b> In Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19). ACM, New York, NY, USA, Paper 564, 12 pages. DOI: <a href="https://doi.org/10.1145/3290605.3300794">https://doi.org/10.1145/3290605.3300794</a>
2019	<i>Anya Osborne, Joshua McVeigh-Schultz, and Katherine Isbister</i> <b>Understanding Emerging Design Practices for Avatar Systems in the Commercial Social VR Ecology</b> In Proceedings of 2019 on Designing Interactive Systems Conference (DIS '19). ACM, New York, NY, USA, 241-252. DOI: <a href="https://doi.org/10.1145/3322276.3322352">https://doi.org/10.1145/3322276.3322352</a>
2017	<i>Chandranil Chakrabortii, Anya Osborne</i> <b>Characterizing Surprising Reactions of Players in 2D Platform Games</b> In Entertainment Computing, 2022 (pre-print). DOI: <a href="https://doi.org/10.1016/j.entcom.2022.100542">https://doi.org/10.1016/j.entcom.2022.100542</a>
2016	<i>Lucas Martins de Souza, Irem Gokce Yildirim, Anya Osborne, and Taiwoo Park</i> <b>World Of Riders: Exercising is Fun</b> In Proceedings of the 2016 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts (CHI PLAY Companion '16). ACM, New York, NY, USA, 55-60. DOI: <a href="https://doi.org/10.1145/2968120.2971807">https://doi.org/10.1145/2968120.2971807</a>

### Contact Information

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### Portfolio

Website: [www.anyaosborne.com](http://www.anyaosborne.com)  
GitHub: [/anyaosborne](https://github.com/anyaosborne)

### Social Media

LinkedIn: [/in/anyaosborne/](https://in/anyaosborne/)  
Twitter: [@anyaOsborne](https://twitter.com/anyaOsborne)