

ABOUT

I'm a Design Scientist and UX Researcher with 7+ years of experience in Human Computer Interaction and game design, specializing in R&D of emergent technologies, interactive systems and software.

SKILLS

Research Methods

Research through Design, Usability Testing, Heuristic Evaluations, Focus Groups, In-depth Interviews, Surveys, Cards Sorting, Task Analysis, Technology Probes, Playtests

Productivity & Communication

Miro, Notion, JIRA, Trello, Slack, Discord, Zoom, Teams, SCRUM

Prototyping Tools

Figma, Adobe Creative Suite (Photoshop, Illustrator, InDesign), InVision, Unity 3D, Game Maker Studio

Social VR Platforms

Spatial.io, Glue VR, MeetinVR, Mozilla Hubs, VRChat, AltspaceVR, Rec Room, Meta Horizon, Anyland, High Fidelity

Software

Qualtrics, Mailchimp, Survey Monkey, LaTeX, MS Office, knowledge of SPSS

Programming (limited)

Java, JavaScript, Python, HTML, C#

Languages

English, Russian

EXPERIENCE

Social Emotional Technology Lab at Baskin School of Engineering, UC Santa Cruz, CA

Sep 2017 - Sep 2024

UXR | HCI Graduate Design Researcher - Full-time, Hybrid

Research focus: design opportunities to support remote collaboration and social interactions, mainly in Virtual Reality (VR)/Extended Reality (XR) platforms.

- Led and collaborated on 7+ published projects: expert and in-depth interviews, surveys, field observations, prototyping, playtesting, VR workshops, and more.
- Research population: creators of social VR platforms, game designers, engineers, VR users, educators, and college students.
- First author of 3+ and co-author of 7+ peer-reviewed publications at top-tier research conferences (DIS, CHI, and CHI PLAY).
- Gave talks, demos, and presentations at international conferences.
- Mentored 100+ students on game design, user experience research, and prototyping (high-school, undergrads).

MANU Video Game Maker, Saint-Petersburg, Russia

Apr 2020 - Mar 2021

UX Researcher & Product Designer - Full-time, Remote

Research focus: software design usability of AI-powered no-code [MANU](#) game engine.

- Designed and executed UX research strategy, using usability testing, heuristic evaluations, task analyses, surveys, and interviews to improve product-market fit.
- Synthesized research findings into data-driven design recommendations.
- Delivered insights that guided key design decisions.
- Created interactive wireframes and prototypes using Figma to streamline product design.

Treyarch CORP/Activision Blizzard, Santa Monica, CA

Sep 2016 - May 2017

Systems Design Intern - Full-time, Onsite

- Designed interaction systems for [Call of Duty Black Ops 4](#) multiplayer, creating wireframes and prototypes in Adobe Illustrator to improve gameplay and player engagement.
- Collaborated with engineers and designers to optimize UI through internal playtesting.

Games for Entertainment & Learning (GEL) Lab, Michigan State University, East Lansing, MI

May 2015 - Aug 2016

Games and UX Designer - Part-time, Onsite

- Designed gameplay mechanics and UX for [Saving Draggy](#), a financial literacy game for children, integrating cognitive development principles to enhance learning engagement. Created interactive prototypes in Adobe InDesign.
- Developed UX flowcharts and wireframes for [VESTA](#), a VR/Web interactive project on HTC Vive, optimizing user navigation and accessibility for immersive learning experiences.

Playvision LTD, St. Petersburg, Russia

Dec 2013 - Aug 2014

Game Producer - Full-time, Onsite

- Directed the launch of [Lady Popular Fashion Arena](#) in the Russian-speaking consumer market, managing localization, game analytics, and marketing strategies (DAU, MAU, Retention Rate, Churn Rate, ARPU, ARPPU).
- Managed team recruitment and Agile sprint planning, optimizing workflows and accelerating project delivery.

Creat Studios INC, St. Petersburg, Russia

Jan 2010 - Dec 2013

Associate Game Producer and UX Researcher - Full-time, Onsite

- Coordinated the design, research, and development of a mobile MMOG. Handled communications with publishers, prepared localization kit updates for 8 languages, and conducted user research for game's DLC's for for [Mushroom Wars](#) (Android, iOS, PS3).

► EXPERIENCE *Continued*

Creative Mobile OU, Tallinn,
Estonia
Sep 2011- Aug 2013

UX Designer - *Contract, Hybrid*

- Conducted UX design and research, synthesized gameplay data, and performed usability tests in - [Bad Blood TCG](#), [Crazy Genetics](#), [Drag Racing Bike Edition](#), [Nitro Nation: Drag Racing](#).

International Center For Missing &
Exploited Children,
Alexandria, VA
Mar 2011- Mar 2012

Researcher And Forensic Imaging Trainee - *Full-time, Onsite*

- Facilitated cross-agency partnership building with DOJ, FBI, Microsoft.
- Conducted research on Child Internet Safety and developed of an educational video game proposal for children with lessons about online safety. Reconstructed faces of missing persons.

► EDUCATION

University of California Santa Cruz
Sep 2024

Ph.D. in Computational Media

Concentration in Human Computer Interaction (HCI), Game Design, and social VR Design, Jack Baskin School of Engineering

Michigan State University
May 2016

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

Concentration in Human Computer Interaction (HCI), Game Design and Development, College of Communication Arts and Sciences

Michigan State University
May 2015

Graduate Certificate in Serious Game Design

College of Communication Arts and Sciences

St. Petersburg State University
Jun 2010

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

Department of Sociology

St. Petersburg State University
Jun 2008

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

Department of Psychology

► AWARDS

2017
2014 - 2017
2016
2016
2016
2016
2015
2012
2011 - 2012
2010
2010

Think About It: Graduate Students, Certificate of Completion, UC Santa Cruz, CA, USA

Fulbright Student Scholar, USA

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

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

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

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

Master of Arts Academic Merit Award, Michigan State University, USA

Young Professionals in Foreign Policy Award, Washington D.C., USA

Atlas Corps Fellowship, Washington D.C., USA

Centre for German and European Studies Award in St. Petersburg, Russia

DAAD (German Academic Exchange Service) scholarship, Bielefeld, Germany

► PUBLICATIONS

2024
Anya Osborne. Design of Social Affordances for Meetings in Social Virtual Reality. UC Santa Cruz (2024). ProQuest ID: Osborne_ucsc_0036E_13221.
LINK: <https://escholarship.org/uc/item/8h51c6s0>

2024
Diana R. Sanchez, Joshua McVeigh-Schultz, Katherine Isbister, Monica Tran, Cassidy Martinez, Marjan Dost, Anya Osborne, Daniel Diaz, Philip Farillas, Timothy Lang, Alex Leeds, George Butler, and Monique Ferronato. Virtual Reality Pursuit: Using individual predispositions towards VR to understand perceptions of a virtualized workplace team experience. Virtual Worlds, 3, 418-435.
DOI: <https://doi.org/10.3390/virtualworlds3040023>

2024
Raquel B Robinson, Anya Osborne, Chen Ji, James Collin Fey, Ella Dagan, and Katherine Isbister. "That's Not Good Science!": An Argument for the Thoughtful Use of Formative Situations in Research Through Design. In *Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '24)*. ACM, New York, NY, USA, Article 545, 1-8.

► PUBLICATIONS *Continued*

- 2023
Anya Osborne, Sabrina Fielder, Joshua McVeigh-Schultz, Timothy Lang, Max Kreminski, George Butler, Jialang Victor Li, Diana R. Sanchez, and Katherine Isbister.
Being Social in VR Meetings: A Landscape Analysis of Current Tools. In Proceedings of 2023 on Designing Interactive Systems Conference (DIS '23). ACM, Pittsburgh, PA, USA, 21 pages.
DOI: <https://doi.org/10.1145/3563657.3595959>
- 2022
Jialang Victor Li, Max Kreminski, Sean M Fernandes, Anya Osborne, Joshua McVeigh-Schultz, and Katherine Isbister.
Conversation Balance: A Shared VR Visualization to Support Turn-taking in Meetings. 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: <https://dl.acm.org/doi/10.1145/3491101.3519879>
- 2022
Katherine Isbister, Joshua McVeigh-Schultz, Anya Osborne, and Jialang Victor Li.
Augmenting Social Presence in VR Meetings. In Social Presence Workshop at the Conference on Human Factors in Computing Systems (CHI '22), New Orleans, LA, USA, 1-4.
LINK: https://drive.google.com/file/d/1hSpEpxN_dW04Yjmx7kpSijDexETkBYd/view
- 2021
Joshua McVeigh-Schultz, Anya Osborne, Max Kreminski, Sean Fernandes, Sabrina Fielder, Victor Li, and Katherine Isbister.
Social Superpowers in Social VR. 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: https://442e4efe-5603-4db5-bb2cb1a81a4eb29a.filesusr.com/ugd/3ad93e_8cf5a82bf8d746a3a7141289f4db3db5.pdf
- 2019
Joshua McVeigh-Schultz, Anya Osborne, and Katherine Isbister.
Shaping Pro-Social Interaction in VR: An Emerging Design Framework. 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: <https://doi.org/10.1145/3290605.3300794>
- 2019
Anya Osborne, Joshua McVeigh-Schultz, and Katherine Isbister.
Understanding Emerging Design Practices for Avatar Systems in the Commercial Social VR Ecology. In Proceedings of 2019 on Designing Interactive Systems Conference (DIS '19). ACM, New York, NY, USA, 241-252.
DOI: <https://doi.org/10.1145/3322276.3322352>
- 2017
Chandranil Chakrabortii, Anya Osborne.
Characterizing Surprising Reactions of Players in 2D Platform Games. In Entertainment Computing, 2023, Volume 45
DOI: <https://doi.org/10.1016/j.entcom.2022.100542>
- 2016
Lucas Martins de Souza, Irem Gokce Yildirim, Anya Osborne, and Taiwoo Park.
World Of Riders: Exercising is Fun. 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: <https://doi.org/10.1145/2968120.2971807>

Contact Information

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Portfolio

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

Social Media

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