Anya Osborne

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tel. (424) 421– 4421

UX Designer **&** Researcher

Los Angeles, CA

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

Game Platfroms
Consoles, Web, Mobile, PC, Oculus Rift, Meta Quest, Gear VR, HTC Vive, Microsoft HoloLens.

Social VR Platfroms
Spatial, Glue, MeetinVR, Mozilla Hubs, VRChat, AltspaceVR, Rec Room, Horizon Worlds, High Fidelity, Anyland.

Web + Graphic Design
Adobe Creative Suite (Photoshop, Illustrator, InDesign), Figma, Sketch, InVision, Balsamiq Mockups, WordPress.

Game Development
Unity, Unreal (limited), Game Maker Studio, Godot, Buildbox, Roblox, Dreams (PS4).

Software
MS Office, Qualtrics, Mailchimp, Survey Monkey, knowledge of SPSS.

Productivity
Notion, JIRA, Basecamp, Trello, SCRUM, Slack, Discord, P4, Hansoft.

Programming *(limited)*
Java, JavaScript, Python, HTML, C#.

Languages
English (fluent), Russian (native).

EXPERIENCE

Jun 2022 - *Present*
Sep 2017 - Jun 2022

Baskin School of Engineering / University of California, Santa Cruz, CA
Ph.D. Candidate & Graduate Research Assistant - *Part-time, Remote*
Graduate Research Assistant & Teaching Assistant - *Full-time, Hybrid*

Assisted teaching undergraduate courses on game design: CMPM 170 Game Design Studio I, CMPM 176 Game Systems, CMPM 120 Game Development Experience. 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.

Apr 2020 - Mar 2021

MANU Video Game Maker, Saint-Petersburg, Russia
UX Researcher & Product Designer - *Full-time, Remote*

Managed and conducted user research for MANU 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.

May - Aug 2017

Treyarch CORP / Activision Blizzard, Santa Monica, CA
Systems Design Intern - *Full-time, Onsite*

Translated game systems and gameplay user experience goals into intuitive UI to support and enhance the multiplayer experience in Call of Duty Black Ops 4 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.

Sep 2016 - May 2017

Crazy Cool Apps LLC, Glendale, CA
Graphic Designer - *Freelance, Hybrid*

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.

May 2015 - Aug 2016

Games for Entertainment & Learning (GEL) Lab, Michigan State University, East Lansing, MI
Game Designer - *Part-time, Onsite*

Worked on a client project (Federal Credit Union) – Saving Draggy, 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 (VESTA).

Dec 2013 - Aug 2014

Playvision LTD, St. Petersburg, Russia
Game Producer - *Full-time, Onsite*

Spearheaded the process of publishing and launching the web-based MMO product (Lady Popular Fashion Arena) 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).

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.

EDUCATION

Dec 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

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 Fransicso, CA, USA
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, Bielefield, Germany

PUBLICATIONS

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_d-W04Yjmx7kpSjlDexETkBYd/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-bb2c-b1a81a4eb29a.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 Chakraborttii, 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

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Social Media

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