Cooper Colglazier

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I am a User Experience Researcher with a technical background and a passion for good design. I'm currently working in games research.

Education

M.S. *in* **Human Computer Interaction**
Georgia Institute of Technology
Completed May 2019

B.S. *in* **Electrical Engineering**
Wichita State University
Completed May 2017

Skills

Research
A/B testing
Affinity diagramming
Card sorting
Contextual inquiry
Games research
(Semi-) structured interviews
Survey design
Usability testing
Web analytics

Technical
3D printing
Adobe suite
AR/VR
Circuit design and prototyping
C#, Unity
HTML/CSS/JS
Laser cutting
Machine learning techniques
Python

Experience

User Experience Researcher
Insomniac Games *(Burbank, California)*

Design and conduct experiments to analyze how players interact with prototype games. I support the design team by providing research insights and helping deliver the intended player experience. I focus on player experience, usability issues, accessibility, game analytics/telemetry.
October 2019 to present

Intern *in the* **Advanced Data and Workflow Group**
Oak Ridge National Laboratory *(Oak Ridge, Tennessee)*

Led a small team in the exploration of potential lab applications of augmented reality. I demonstrated how augmented reality might be used by creating a hologram version of the lab's premiere supercomputer, Summit. I led ideation sessions, conducted semi-structured interviews, and helped develop a Hololens application.
May 2018 to August 2018

Graduate Teaching Assistant *for* **CS 3750: User Interface Design**
Georgia Institute of Technology *(Atlanta, Georgia)*

Advised over 40 student projects through the HCI research and design process. I provided feedback on designs and prototypes as well as on research and evaluation plans. I often introduced HCI research methods to fit specific project goals. I gave lectures on web analytics and psychology in HCI.
Fall 2018 and Spring 2019

Projects

Seesaw: rapid one-handed synchronous gesture interface for smartwatches

Designed and ran pilot studies and usability testing with multiple conditions and randomization. Provided interaction design insight (haptics) that led to significant improvement in user accuracy.
Published in ISWC '18: Proceedings of the 2018 ACM International Symposium on Wearable Computers

Mag-Neato! An interactive installation at the Children's Museum of Atlanta

Developed a magnet-based installation at the Children's Museum of Atlanta while considering museum goals like stay time and durability as well as the Georgia Performance Standards.
April 2019, Installation at the CMA