Max Collins

Chicago, IL | 847-840-1020 | <u>truecollins@gmail.com |http://www.maxacollins.com/ | http://linkedin.com/in/maxwellcollins</u> **Objective**

• Create compelling interactions with digital information across various media using my training in HCI, UX research/design, and technical skills in tandem. Excited to learn, grow, and create together!

Education

PHD CANDIDATE | 2017-CURRENT | UNIVERSITY OF CALIFORNIA IRVINE

- Informatics Ph.D. fully-funded EDGE fellow in Donald Bren School of Information and Computer Sciences
- Related coursework: Ubiquitous Computing, Human Centered Computing, Quantitative/Qualitative Research Methods, AR/VR

MS INFORMATICS | 2020 | UNIVERSITY OF CALIFORNIA IRVINE

• Focus on interaction design principles in AR for remote/local and individual/collaborative experiences

BS | 2013-2017 | UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

- Psychology, Informatics
- Presidential Scholarship, AAP Scholar
- Related coursework: Virtual Reality, Foundations of Data Science, Psych Research, Social Aspects of Information Technology
- Vision Lab RA
- Illinois Digital Ecologies & Learning Lab (IDEALL) RA
- Center for Innovation in Teaching & Learning (CITL) intern

Skills & Abilities

TECHNICAL

• Unity 3D, ARKit, ARCore, ARFoundation, C#, Python, AR/VR, Prototyping (2D and in AR/VR), UNIX, iOS, WatchOS, Xcode, Java, HTML/CSS, SQL, HCI, UX (quantitative + qualitative methods), Qualtrics, Adobe Premiere Pro, Photoshop, After Effects, Figma

TEAM/LEADERSHIP

• Experience conceptualizing and executing projects; gathering requirements, summarizing research, and presenting deliverables. Agile, interpersonal communication, project leadership; TA experience: Internet Technologies and Their Social Impact, Multiplayer Games, User Interface Software, Design & Prototype. Languages: English (native), Spanish (proficient)

Experience

UX RESEARCHER INTERN | FACEBOOK | SUMMER 2020

- Worked within Messenger org researching ways to ameliorate top user pain points in the messaging experience
- Created and executed on research plan, delivered insights to cross-functional partners with actionable outcomes, ran design sprint resulting in mockups and designs with trajectory for future integration

UX RESEARCHER INTERN | FACEBOOK (OCULUS) | SUMMER 2019

- Completed multiple research projects to provide foundational data as well as direct product-related insights using qualitative + quantitative methods and data analysis to enhance social experiences in VR
- Worked closely with cross-functional partners in fast-paced environment to deliver timely insights

NSF DREU INTERN | CARNEGIE MELLON UNIVERSITY: HCII, ARTICULAB | SUMMER 2017

- Worked on development of an embodied conversational agent (an intelligent virtual child) to engage in a collaborative tabletop game called *Outbreak*, and elicit curiosity from real children during the game play
- Project: SCIPR (Sensing Curiosity in Play and Responding) fosters curiosity in children to improve self-motivation and learning
- Performed lit review, observation, transcription, and behavior (verbal/nonverbal) coding to create finite state machine for AI agent; produced novel insights to iterate on design, frequently play-tested game iterations

NSF REU INTERN | NEW YORK UNIVERSITY: SOCIAL PERCEPTION, ACTION, & MOTIVATION LAB | SUMMER 2016

- Training in experimental research design, study design, facilitating research, behavioral statistics, and quantitative analysis (SPSS)
- Methods: eye tracking, psychophysiology, dyadic interactions, video analysis, observation, survey, interview
- Contributed to interdisciplinary and transformative research across multiple domains including emotion, health, relationships, jury decisions, politics, and others while maintaining a single intellectual focus on the study of motivated perception
- Produced novel research findings, an APA-style manuscript, and presented work to drive progress of 3 projects

NSF REU INTERN | BLUE WATERS SUPERCOMPUTER NCSA | 2015-2016

- Received training in high performance computing, parallel computing, and research at Blue Waters Supercomputer
- Interviewed professors, scientists, and researchers to understand the needs in the field to create a meaningful experience
- Designed and developed an AR application, VisMe, and a pipeline for visualizing large amounts of molecular data using Unity 3D and various programming/scripting languages to querying large databases
- Published work/findings in peer-reviewed journal (Journal of Computational Science Education): <u>www.jocse.org/articles/8/1/3/</u>

References

- Dr. Alan Craig, Research Scientist at the NCSA, University of Illinois at Urbana-Champaign, a-craig@illinois.edu
- Dr. Simona Buetti, Professor/Researcher, University of Illinois at Urbana-Champaign, sbuetti@gmail.com
- Dr. Alejandro Lleras, Professor/Researcher, University of Illinois at Urbana-Champaign, alejandrolleras@gmail.com