

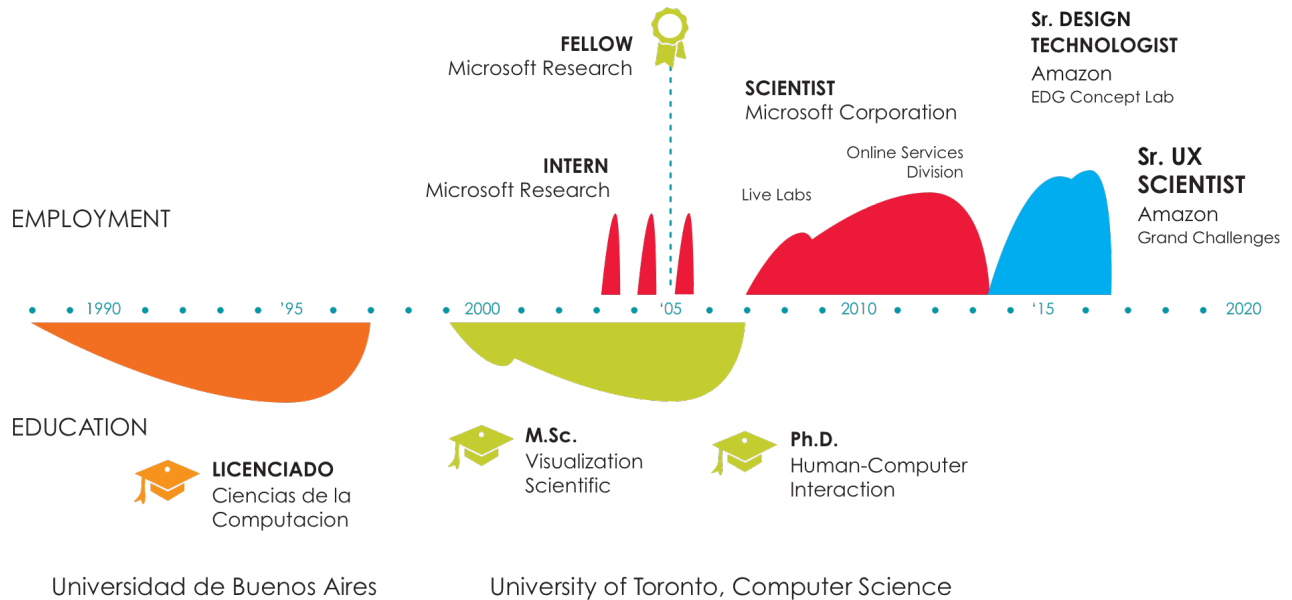
GONZALO RAMOS

Experience designer & maker.

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At-a-Glance



- 10+ years of academic & applied HCI/UX experience.

Human-Computer Interaction and Interactive Visualization. Presentations & publications at top-tier peer-reviewed conferences. UX Design & Research.



- 10+ years of concept design, storyboarding, prototyping.

Tools include pen & paper, Adobe Design and Editing Suites, Sketch, and code. Storyboards, Icon + Asset Design and Production.



- 20+ years of programming experience.

In languages including C, C++, C#, Java, JavaScript, Python. Platforms include Unix, Windows & the Web.



- Learner & tinkerer by doing.

Selected Research & Industry Portfolio

CONFIDENTIAL WORK @ AMAZON

Lead applied research on future-looking and speculative UX. I designed, prototyped, architected, engineered experiences that included, hardware, software, services, mobile, wearables, IoT, TV, AR, NUI, and modern web technologies.

HUMAN CONTEXT

Prototyped first version, developed decision logic and worked with launch team on a system that algorithmically creates thumbnails that put physical products against a human silhouette. Currently in production displaying 1M+ products.

<https://goo.gl/c54FJQ>

PHOTOSYNTH 2

Designed among others key visual & interactive aspects of the Photosynth 2 experience. Lead Photosynth's engineering team responsible for delivering the web-viewer & synthing back-end pipeline.

<http://goo.gl/okurfd>
<https://photosynth.net/preview>

WORLDWIDE TELESCOPE + BING MAPS

Designed, prototyped and implemented an experience that blends WWT data with Bing Maps and its StreetSide imagery, along with the creation of a novel time-browsing interaction technique.

<https://youtu.be/odfkYhbdicw>

BLOCKVIEW / STREETSIDE

Created prototypes and collaborated in the design of an experience browsing street imagery as if they were strolling down a street for both mobile (iOS) and desktop.

<https://youtu.be/hzWT9ClzeVk?t=1m30s>

STYLUS AS A RICH INPUT DEVICE

I lead research and explorations onto the design space of interaction techniques & visualizations that take advantage of the expressiveness of the stylus as an input device. I.e., pressure, tilt & roll.

<https://youtu.be/qR2mKwkATpk>
<https://youtu.be/EcE3XBytN-U>
<https://youtu.be/WhKox4iaOIY>
https://youtu.be/NcW_zxT6UvA

FLUID & "DIRECT" MANIPULATION

An essential part of NUI, direct manipulation brings us closer to what we want to interact. I developed techniques that allow people to preview, skim, browse & annotate digital video as if they were operating directly with the media.

<https://youtu.be/c-4tjto6Akw>
<https://youtu.be/SZ2-9UkNWz0>

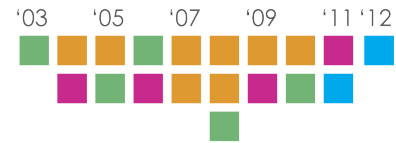
TUMBLE! SPLAT!

Graphical compositions are made out of overlapping primitives. I developed a toolset that lets creators deconstruct & operate directly on groups of overlapping entities locally. This technique has found its way into tools such as PowerPoint for OSX, and Adobe Photoshop for the iPad.

<https://youtu.be/rVILkirexJM>

Selected Referred Papers & Articles

AT A GLANCE...



PivotPaths: Strolling through Faceted Information Spaces. M. Dörk, N. Henry-Riche, G. Ramos, and S. Dumais. 2012. *IEEE Transactions on Visualization and Computer Graphics* 18(12), 2710-2719.

Design Study of LineSets, a Novel Set Visualization Technique. B. Alper, N. Henry-Riche, G. Ramos, and M. Czerwinski. 2011. *IEEE Transactions on Visualization and Computer Graphics* 17(12), 2259-2267.

Air pointing: Design and evaluation of spatial target acquisition with and without visual feedback. A. Cockburn, P. Quinn, C. Gutwin, G. Ramos, and J. Looser. 2011. *International Journal of Human-Computer Studies* 69, 6.

Content-aware dynamic timeline for video browsing. S. Pongnumkul, J. Wang, G. Ramos, and M. Cohen. 2010. *Proceedings of the 23rd ACM symposium on User interface software and technology*. 139-142.

Mobile taskflow in context: a screenshot study of smartphone usage. A. K. Karlson, S. T. Iqbal, B. Meyers, G. Ramos, K. Lee, and J. C. Tang. 2010. *Proceedings of the 28th international conference on Human factors in computing systems*. 2009-2018.

Visual snippets: summarizing web pages for search and revisitation. J. Teevan, E. Cutrell, D. Fisher, S. M. Drucker, G. Ramos, P. André, and C. Hu. 2009. *Proceedings of the 27th international conference on Human factors in computing systems*. 2023-2032.

Synchronous Gestures in Multi-Display Environments. G. Ramos, K. Hinckley, A. Wilson, R. Sarin. 2009 *Special Issue on Ubiquitous Multi Display Environments of the Human-Computer Interaction Journal – Taylor & Francis Editors*. Vol. 24, Issue 1-2, 117-169.

An exploration of pen rolling for pen-based interaction. X. Bi, T. Moscovich, G. Ramos, R. Balakrishnan, and K. Hinckley. 2008. *Proceedings of the 21st ACM symposium on User interface software and technology*. 191-200.

Video browsing by direct manipulation. P. Dragicevic, G. Ramos, J. Bibliowicz, D. Nowrouzezahrai, R. Balakrishnan, and K. Singh. 2008. *Proceedings of the 26th SIGCHI conference on Human factors in computing systems*. 237-246.

OpenMessenger: gradual initiation of interaction for distributed workgroups. J. P. Birnholtz, C. Gutwin, G. Ramos, and M. Watson. 2008. *Proceedings of the 26th SIGCHI conference on Human factors in computing systems*. 1661-1664.

Pressure marks. G. Ramos and R. Balakrishnan. 2007. *Proceedings of the 25th SIGCHI conference on Human factors in computing systems*. 1375-1384.

Pointing lenses: facilitating stylus input through visual-and motor-space magnification. G. Ramos, A. Cockburn, R. Balakrishnan, and M. Beaudouin-Lafon. 2007. *Proceedings of the 25th SIGCHI conference on Human factors in computing systems*. 757-766.

Phosphor: explaining transitions in the user interface using afterglow effects. P. Baudisch, D. Tan, M. Collomb, D. Robbins, K. Hinckley, M. Agrawala, S. Zhao, and G. Ramos. 2006. *Proceedings of the 19th ACM symposium on User interface software and technology*. 169-178.

Tumble! Splat! Helping users access and manipulate occluded content in 2D drawings. G. Ramos, G. Robertson, M. Czerwinski, D. Tan, P. Baudisch, K. Hinckley, and M. Agrawala. 2006. *Proceedings of the working conference on Advanced visual interfaces*. 428-435.

Sliding: fluid zooming and sliding for high precision parameter manipulation. G. Ramos and R. Balakrishnan. 2005. In *Proceedings of the 18th ACM symposium on User interface software and technology*. 143-152.

Design and analysis of delimiters for selection-action pen gesture phrases in scriboli. K. Hinckley, P. Baudisch, G. Ramos, and F. Guimbretiere. 2005. *Proceedings of the 23rd SIGCHI conference on Human factors in computing systems*. 451-460.

Pressure widgets. G. Ramos, M. Boulos, and R. Balakrishnan. 2004. *Proceedings of the 22nd SIGCHI conference on Human factors in computing systems*. 487-494.

Stitching: pen gestures that span multiple displays. K. Hinckley, G. Ramos, F. Guimbretiere, P. Baudisch, and M. Smith. 2004. *Proceedings of the working conference on Advanced visual interfaces*. 23-31.

Fluid interaction techniques for the control and annotation of digital video. G. Ramos and R. Balakrishnan. 2003. *Proceedings of the 16th ACM symposium on User interface software and technology*. 105-111.

Patents – Granted.

Delimiters for selection-action pen gesture phrases. United States 7454717. November 18, 2008.

Displaying 2D graphic content using depth wells. United States 7523405. April 21, 2009.

Distributed sensing techniques for mobile devices. United States 7636794. December 22, 2009.

Accessing 2D Graphic Content Using Axonometric Layer Views. United States 7663620. February 16, 2010.

Assisted Clustering. United States 20110295773. January 22, 2013.

Viewing Media in the Context of Street-Level Images. United States 8447136. May 21, 2013.

Set Visualizations. United States 8581907. November 12, 2013.

User interfaces for interacting with top-down maps of reconstructed 3-D scenes. United States 8773424. July 8, 2014.

Viewing media in the context of street-level images. United States 8831380. September 9, 2014.

Map editing with little user input. United States 9110921. August 18, 2015.

Color name generation from images and color palettes. United States 9135719. September 15, 2015.

Techniques to annotate street view images with contextual information. United States 9342998. May 17, 2016.

Browsing related image search result sets. United States 9372873. June 21, 2016.

Display screen or portion thereof with an animated graphical user interface. United States D760274. June 28, 2016.

References

Available upon request.