

CONTACT

✉ juanpcarrascal@gmail.com

🌐 [jpcarrascal](#)

in [jpcarrascal](#)

JUAN PABLO CARRASCAL

UX Researcher - Musician - Maker

EXPERIENCE

Senior UX Research Manager 2021 - Current
Microsoft - Developer Division (Barcelona)

I lead a team of researchers working on Azure (Microsoft's cloud) developer tools and services. I team up with product managers, designers and engineers to plan and run mixed-method research, communicate results to stakeholders, and promote a learning-driven, user-centric culture.

UX Researcher / Senior UX Researcher 2018 - 2021
Microsoft - Developer Division (Barcelona)

UX Researcher II 2017 - 2018
Microsoft - Developer Division (Redmond, WA)

Postdoctoral Fellow 2015 - 2016
Human Media Lab - Queen's University (Kingston, Canada)

I worked on the design, development and evaluation of Organic User Interfaces and associated interaction techniques. My work was conducive to several publications in top-tier HCI conferences

Sound Director / Musician / Engineer 2008 - 2009
Tiempo de Cine (Bogotá, Colombia)

Lecturer in Sound for Communication 2006 - 2007
Universidad Javeriana (Cali, Colombia)

Freelance Musician / Producer / Sound Designer 2003 - 2010
Various

SKILLS

UX Research 7+ yrs

Music Production 15+ yrs

Creative coding 7 yrs

Management 2+ yrs

Electronic prototyping 5+ yrs

Digital fabrication 3+ yrs

Statistical analysis 5+ yrs

Full-stack Web development 5+ yrs

EDUCATION

Ph.D. - Information and Communication Technologies (summa cum laude) 2015
Universitat Pompeu Fabra (Barcelona)

Thesis title: *Aspects of Information Valuation in Web Browsing and Mobile Communication*. Internships at Yahoo! Labs (Sunnyvale, CA, 2014) and Telefónica Research (Barcelona, Spain, 2011-2014).

M.Sc. - Information and Communication Technologies 2010
Universitat Pompeu Fabra (Barcelona)

Thesis title: *Multitouch Interface for Audio Mixing*.

B.Sc. - Electronic Engineering 2003
Universidad del Valle (Colombia)

Final project: *Sound Recording System based on Real-Time Linux*.

LANGUAGES

English

Full professional proficiency

Spanish

Native

SELECTED PUBLICATIONS

Full list: https://scholar.google.com/citations?user=sCs_VWAAAAAJ

Juan Pablo Carrascal and Ina Ghita. Intangible: A reflection on digital vs. physical co-ownership. In *Proceedings of the Seventeenth International Conference on Tangible, Embedded, and Embodied Interaction*

2023

Juan Pablo Carrascal. Count-me-in: A collaborative step sequencer for audience participation. In *Proceedings of the 19th Sound and Music Computing Conference, SMC2022*

2022

Kelly Krout, Juan Pablo Carrascal, and Travis Lowdermilk. Lean ux research at scale: A case study. In *Proceedings of the Conference on Mensch Und Computer*

2020

Juan Pablo Carrascal, Kelly Krout, Jacob Freiberg, and Irina Smoke. Gamifying ux research at scale. In *Extended Abstracts of the Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts*

2019

Paul Strohmeier, Jesse Burstyn, Juan Pablo Carrascal, Vincent Levesque, and Roel Vertegaal. Reflex: A flexible smartphone with active haptic for bend input. In *Proceedings of the 10th Conference on Tangible, Embedded and Embodied Interaction - TEI*

2016

Juan Pablo Carrascal, Christopher Riederer, Vijay Erramilli, Mauro Cherubini, and Rodrigo de Oliveira. Your browsing behavior for a big mac: Economics of personal information online. In *Proceedings of the 22Nd International Conference on World Wide Web*

2013

Juan Pablo Carrascal and Sergi Jordà. Multitouch interface for audio mixing. In *Proceedings of New Interfaces for Musical Expression (NIME2011)*

2011

PATENTS

Monty Hammontree, Valentina Strachan, Travis Lowdermilk, Maxim Lobanov, Kelley Zhao, Steven Clarke, Jessica Rich, and Juan P Carrascal-Ruiz. Query and information meter for query session. US Patent 11,055,329

2021

Rodrigo de Oliveira and Juan Pablo Carrascal. Method for collecting and storing annotations associated to a voice audio data. US Patent 8,792,863

2014