

Shayne La Rocque

Ottawa, Ontario, Canada · shayne@shaynelarocque.com · +1 (819) 743-8070 · shaynelarocque.com · research statement: shaynelarocque.com/research

Education

BFA, Computation Arts — Concordia University, Montréal 2021 – 2024
Interaction design, UX research, and creative software within a computational digital-media program.

Exchange, Interaction Design — Strate School of Design, Paris Jan – Jul 2024
Client studio projects for MAIF (insurer) and Citeo (producer-responsibility organization), conducted in French.

Research Experience

Research Assistant (UX / Interaction) — AI Edge Cases, Milieux Institute for Arts, Culture and Technology, Concordia University Apr 2023 – Jan 2025

- Research-creation project led by Dr. Rilla Khaled examining which forms of AI people consider acceptable, uncomfortable, or off-limits.
- Designed the system logic and prompts for two speculative probes: *Date-O-Meter* (an AI arcade cabinet — concept, 3D-printed cabinet, and build) and *SAM* (a dual-persona dating-coach system).
- Built experimental React interfaces for the project's speculative chatbots.
- Ran moderated demonstration sessions with 40+ visitors at the project's public exhibition and debriefed participants with the team.

Exhibitions

AI Edge Cases — 4th Space, Concordia University, Montréal 20 Jan 2025
Exhibited *Date-O-Meter* and *SAM*; staffed the *Date-O-Meter* installation and ran the *SAM* workshop demonstration.

Professional Experience

Webmaster — Saint Paul University, Ottawa Apr 2026 – present

- Leading a ground-up rebuild of the university's bilingual website: information architecture across 4 faculties, 6 schools, 76 programs, and 925 courses; brought the site from AODA non-compliant to compliant.
- Designed and deployed an internal AI agent (custom MCP server and agent harness) that completes staff web, graphics, and content requests end-to-end from a shared inbox, with human review — the field deployment behind my current research question (shaynelarocque.com/research).

District 3 Innovation Hub — Concordia University, Montréal

May 2022 – Jan 2026

User Experience & Systems Designer · Oct 2023 – Jan 2026 — digital presence, technology strategy, and the organization's major software, internal and external

Systems, Data & Automations Coordinator · Aug 2022 – Oct 2023 — internal apps, automation, and data operations

Alan Shepard Resident Consultant · May – Aug 2022 — paid consulting residency in service and systems improvement

- Redesigned the quarterly founder data-collection service — a 7-week, 16-step manual process feeding reports to Concordia and to Quebec and federal agencies — into an automated, human-in-the-loop system; response rates rose from the mid-40s to the low-80s (percent).
- Designed DIBS, a room-booking system spanning a web app, room kiosks, and digital signage, adopted org-wide in place of a \$10,000/year commercial tool.
- Rebuilt district3.co and its design system; engagement up 45%, Lighthouse 62 → 94.
- Modeled the databases and automations running incubator operations across 1,400+ startups; built data handling compliant with Quebec's Law 25.

Web Developer & Designer — Art Matters Festival, Concordia University, Montréal

Sep 2023 – Mar 2024

- Built the festival's bilingual (EN/FR), WCAG 2.1 AA site; restructured its information architecture through card sorting with 35+ contributors.

Founding Designer (UX/UI) — Training Club, Montréal (remote)

2022 – 2023

- Founding designer of a social fitness app (React Native); token-based Figma design system; designed a live shared-workout feature; shipped to the App Store.

Selected Projects

Annotated versions with methods, evidence, and limitations: shaynelarocque.com/research

Briefbot (2026) — autonomous research-brief agent with self-assessment loops and human review checkpoints; produces cited briefs for startup intake in about 18 minutes.

shaynelarocque.com/works/briefbot

Dans le blanc des yeux (2024) — two networked telepresence viewing instruments with a four-state physical interaction logic; six-person capstone.

CITEOScore (2024) — exploratory field research on incentives for lower-impact shopping: 15 intercept interviews, 17 shoppers, Paris.

Ecosystème MAIF (2024) — live stakeholder graph of 64 climate-adaptation organizations and 251 relationships; speculative heatwave service.

Methods & Skills

Research: intercept and semi-structured interviews, moderated sessions, journey mapping, thematic synthesis, speculative and critical design, research through design.

Build: TypeScript / React / Next.js, Python, AI agent harnesses and MCP servers, prompt design, Raspberry Pi and Arduino, 3D printing and fabrication, Figma.

Languages

English (native) · French (fluent) · Korean (beginner, actively studying)

Updated August 2026.