Paige Johnson

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WORK EXPERIENCE

Microsoft, 343 Industries, Halo Infinite, Redmond, WA

Technical UX Designer II — Dec 2021 – Present
- Collaborate with stakeholders to identify goals and requirements, establish success metrics, and technical considerations for new features
- Create Design Briefs with UX pillars, a competitive analysis, Figma prototype, and data structures
- Build in-Engine UI Features in the Slipspace Engine (WPF Style UI Implementation) in both the Front-End and HUD
- Run UX Playtests and Partner with UR to gather feedback and iterate on features
- Partner with co-development studios to provide UX guidance and feedback on new game modes

UX/UI Producer II — Feb 2020 – Nov 2021
- Both the Production Lead for UX/UI and the Accessibility Lead for Halo Infinite
- Wrote Design Briefs and Prototyped for Accessibility Features, as well as owning the relationships with User Research and the Gaming and Disability Community
- Established a content quality bar and prioritized work for the December 2021 Launch
- Worked ad-hoc as Technical Designer via internal tools to meet launch timelines

UX/UI Producer — Jan 2018 – Jan 2020
- Created, prioritized and enforced development schedules, both for sprints and long term roadmaps
- Fostered strong cross-team interactions and communication with Artists, Designers, and Engineers
- Built and Maintained positive and reliable relationships with project stakeholders

Microsoft, Xbox, Redmond, WA

Program Management Intern — May 2017 – Aug 2017
- Owned, drove, and evangelized a new feature for the Xbox Idle Screen in order to reengage lapsed users and increase the "Time Per Day" Key Performance Indicator for Xbox
- Defined flighting and feedback processes, worked with the Xbox Art and Design team to define the UX and visual appearance of the product, and managed the development process for the engineering team

Microsoft, Core Services Engineering, Redmond, WA

Program Management Intern — May 2016 – Aug 2016
- Drove the design and creation of a cloud-based service which leveraged real-time presence information of a user in a corporate network to optimize their day
- Defined project scope, managed agile development method for project, and evangelized product

Splunk (Formerly VictorOps), Boulder, CO

Software Engineering Intern — Oct 2015 – Feb 2016
- Using a Javascript Websocket, I connected the On call system to a smart clock to alert developers that were on call
- Helped fix Production Bugs, and collaborated with other team members in brainstorming sessions

EDUCATION

University of Washington, Seattle, Washington
Master of Science (M.S.) in Human Centered Design & Engineering — Jun 2022

University of Colorado | Boulder, Boulder, Colorado
Bachelor of Science (B.S.) in Computer Science — May 2017
- Engineering Honors Graduate

SPEAKING & AWARDS

Excellence in Technology Award, HCDE Graduate Independent Capstone Award — Jun 2022
Researched hand and wrist pain in gaming, and designed 3d printed controller pedals for people with disabilities to offload problematic button presses using a Copilot controller

2022 Video Game Accessibility Awards, "Clear Text" Acceptance Speech — Mar 2022
Nominated by 343i to accept the award for Readable Text due to my work on the feature

Xbox Accessibility Showcase, Interview with Xbox — Oct 2021
Represented 343 Industries as the Halo Infinite Accessibility Lead to talk about Launch Features

SKILLS

Proficient in: UX and UI Development Processes, Figma, WPF Style UI Implementation in Game Engines, Accessible Design Practices, Usability Testing
Familiar with: Python and Data Vis, Javascript, Visual Design Principles