**THEODORE R. JOHNSON**

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# WORK EXPERIENCE

#### SUNY Oswego Computer Science Department, Oswego, New York 2019

**Human Computer Interaction Graduate Research Assistant**

* Develop new HCI project ideas and expand on the existing project work in the HCI program.
* Perform literature reviews and help supervise students in field who wish to write papers and conduct research.
* Give presentations and help advertise HCI projects on campus.

#### General Services Administration, Syracuse, New York 2018

**Deployment Technician**

* Installed, configured and maintained data migration of workstations and software.
* Assisted the client in solving computer related issues and orientation of new equipment as deployed.
* Backed up and restored personal data; and configured new computers for employees.
* Diagnosed and upgraded hardware to ensure optimum level of performance.

#### SUNY Oswego Computer Science Department, Oswego, New York 2017-2018

**Undergraduate Research Assistant in Human Computer Interaction (HCI)**

* Recruited and scheduled over 100 research participants.
* Programmed 10 small-scale experimental applications.
* Contributed to data analysis and dissemination of research findings.
* Utilized Microsoft Office Suite and Statistical Analysis Software for data analytics.
* Usability testing with Oculus Rift, HTC Vive Reality headsets for various projects.

#### Corning Incorporated, Corning, New York 2013

**Process Technician**

* Involved setting up, assembling, maintaining, monitoring, and operating equipment in various operations such as pilot production, research, development labs, and department labs and shops. This included exposure to oscilloscopes, microscopes, and test equipment.
* Worked with supervisors, scientists, engineers, other technicians, or independently, to perform a wide variety of tasks, including identifying and resolving equipment/process issues and debugging of equipment.

**EDUCATION**

**State University of New York at Oswego**

Master of Arts in Human Computer Interaction, Graduate Certificate in Integrated Media and Social Networks, Oswego, NY, Anticipated May 2020

**State University of New York at Oswego**

Bachelor’s Degree in Psychology, Minor in Cognitive Science, Oswego, NY, May 2018

**Corning Community College**

Associate Degree in Applied Science (AAS), Corning, NY, 2013

**User Experience Research Publications**

Yildirim, C., Carrol, M., Hufnal, D., Johnson, T., & Pericles, S. (2018). *Video Game User Experience: To VR, or Not to VR?* 2018 IEEE Games, Entertainment, Media Conference (GEM). doi:10.1109/GEM.2018.8516542

**Skills and Program Knowledge**

* Axure, Indigo, prototype design
* HTML5 and CSS Web Development
* Virtual Reality User Game Experience Research (Oculus Rift, HTC Vive)
* Capable of solving complex UX Design problems
* Experience on a wide variety of operating systems
* 2 years of UX experience
* Microsoft Office Suite
* Utilization of Linux/Unix
* Workstation debug/installation
* Familiarity with debugging Windows and Mac OS
* Academic writing
* SPSS Statistical Analysis, MiniTab, Pivot Table