Naomi Johnson

2020 Graduate seeking a mixed-methods Design/UX Researcher role
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SKILLS

· **UX Research:** usability testing, user interviews, telemetry analysis, wireframing, prototyping
· **Communication:** public speaking, six research publications, native English and fluent Japanese
· **Languages:** C++, C#, Python, R, HTML/CSS, Java

EXPERIENCE

Groupon, *User Experience Researcher*   *Jan 2021 - Present*
· Designed & ran usability tests and user interviews

Microsoft, *Software Engineer*   *May 2020 - Jan 2021*
· Designed & ran usability tests on search UX and quantitative survey to understand users' networking methods; recruited participants and coordinated details; analyzed data leading to 10 actionable tasks to improve search UX. Resulted in first-time users' fatal errors decreasing from 33% to zero percent.

Adobe, *Research Intern*   *Jan 2019 – Apr 2019*
· Wrote algorithm to suggest graph type, generate updated graph, and explore data by determining relationships between a graph and a new dataset, resulting in a new feature for Data Illustrator.

Microsoft, *Explore Intern*   *May 2018 – Aug 2018*
· Created paper prototypes; interviewed 10 users to gather requirements for an error-tracking AI pipeline; ran usability tests. Product resulted in savings of 120 engineering hours per year.

Stanford University, *HCI Research Intern*   *Jun 2017 – Aug 2017*
· Analyzed survey results about good web design. Ran card sorting study and a usability study resulting in 20 actionable tasks to simplify the UI of a web development tool for novice UX designers.
· Desk research to inform design of usability study; data collection for usability testing of tool for web designers; technical writing for the research paper published at CHI (2018) and with Springer (2020).

Brigham Young University, *HCI Research Intern*   *Nov 2016 – Aug 2018*
· Recruited participants; designed an unmoderated scalable study; coordinated compensation and study details; analyzed quantitative data from A/B/C testing to determine if data and/or video made users more efficient annotators; published results at UbiComp (2018) and with Springer (2019).
· Recruited participants and coordinated all study details; designed and ran quantitative study about students' experience in the Computer Science department, published research at FIE (2019, 2019).

EDUCATION

University of Washington, *part-time student of UX Research*   *Jan 2021 – Jun 2021*
· Certificate courses: UX Design Thinking, Applied UX Design, Integrating UX with Interactive Design

University of Virginia, *Bachelor's degree*   *Aug 2018 – May 2020*
· Bachelor's degree, double major: Computer Science
· Teaching Assistant for Human Computer Interaction (CS 3205)

AWARDS

Adobe Research's Women in Technology
· $10k scholarship for undergraduate researchers (2018)

Research grant from Office of Research for Creative Activities
· $1.5k grant to study the retention of minorities in computer science; published at FIE (2019, 2019)