Naomi Johnson

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SUMMARY

Microsoft software engineer and mixed-methods UX researcher, aspiring to a PhD in Human Computer Interaction with a focus on usability, education, and social justice

EDUCATION

University of Virginia, Charlottesville, Virginia — Aug 2018 – May 2020

- B.A., Computer Science and Japanese; 3.44 GPA
- Relevant coursework: Databases, Web Development, Applied Machine Learning, Statistics, Feminist Theories, Lost and Found in Translation, Public Speaking

Brigham Young University, Provo, Utah — Sep 2016 – Apr 2018

- Two years' undergraduate studies in Computer Science and Japanese; 3.68 GPA
- Relevant coursework: Data Structures, Discrete Structures, Advanced Programming, Calculus

EXPERIENCE

Software Engineer, Microsoft — May 2020 – Present

- Adding multi-stage review features to M365 Records Management
- Designed and ran quantitative surveys and usability tests, then analyzed data leading to 10 actionable tasks to improve search UX. Implementation resulted in first-time users' fatal errors decreasing from 33% to zero percent

Creative Technologies Lab Intern, Adobe Research — 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

Explorer Intern, Microsoft — May 2018 – Aug 2018

- Created paper prototypes and interviewed 10 users to gather preliminary requirements
- Designed, implemented, and tested an error-tracking dashboard for the knowledge graph AI pipeline
- Site resulted in a savings of 120 hours per year on status checks, is still in use as of November 2020

Research Assistant, Brigham Young University — Nov 2016 – May 2018

- Designed and ran unmoderated A/B/C study to determine UX impact on annotators' efficiency
- Analyzed telemetry and qualitative results; co-authored papers at UbiComp (2018), Springer (2019)
- Designed and ran quantitative study about students' experience in the Computer Science department, published research at FIE (2019, 2019)

Research Assistant, Stanford University — Jun 2017 – Aug 2017

- Ran card sorting interviews and usability studies on "Juxxt", a novice web developer tool
- Analyzed findings to to determine 20 actionable tasks; implemented 10 using HTML/CSS/ES6
- Desk research to inform design of usability study on web design tool "Poirot", data collection for usability testing; co-authored papers at CHI (2018), Springer (2020)

SKILLS

Computer Languages

- Python, Java, JavaScript, C++, C, Java, R, MySQL, HTML, CSS, LaTeX

PUBLICATIONS

K. Tanner, N. Johnson, J. Landay, "Poirot: A Web Inspector for Designers," in *Design Thinking Research: Investigating Design Team Performance*, Nov 2020. https://www.springer.com/gp/book/9783030289591

N. Johnson, R. Moulder, and K. Seppi, "A Longitudinal Analysis of Gender and Academic Performance Effects on Student Confidence," in *2019 IEEE Frontiers in Education Conference (FIE)*, Cincinati, Ohio. Oct 2019.

N. Johnson, J. Garcia, and K. Seppi, "Women in Computer Science: Changing the Women or Changing the World?," in *2019 IEEE Frontiers in Education Conference (FIE)*, Cincinati, Ohio Oct 2019.

N. Johnson M. Jones, K. Seppi, L. Thatcher, "Understanding How Non-Experts Collect and Annotate Activity Data," in *Human Activity Sensing: Springer Series in Adaptive Environments*. Springer, Cham. Sep 2019. https://link.springer.com/chapter/10.1007/978-3-030-13001-5_7

K. Tanner, N. Johnson, J. Landay, "Poirot: A Web Inspector for Designers," in *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19).*, ACM, New York, NY, USA, 1424-1433. May 2019. http://doi.acm.org/10.1145/3290605.3300758

M. Jones, N. Johnson, K. Seppi, L. Thatcher, "Understanding How Non-Experts Collect and Annotate Activity Data," in *Proceedings of the 2018 ACM International Joint Conference and 2018 International Symposium on Pervasive and Ubiquitous Computing and Wearable Computers (UbiComp '18)*. ACM, New York, NY, USA, 1424-1433. Oct 2018. https://doi.org/10.1145/3267305.3267507

TEACHING EXPERIENCE

Teaching Assistant, Human Computer Interaction in Software Development Aug 2018 – Dec 2018

- Ranked highest of five TAs in both knowledge of course content and teaching skills
- Supervised students' group work, held office hours, graded projects

Teaching Assistant, Introduction to Computer Programming Aug 2016 – Dec 2016

- Instructed lab help sessions to groups of up to 40 students about arrays, classes, and pointers
- Tutored students one-on-one and teaching debugging skills

PROFESSIONAL SERVICE

Microsoft Growth Groups - Allyship & Social Justice, Group Leader	2020–Present
Microsoft Mentoring for CS Undergrads, Mentor	2020–Present
University of Virginia Society of Women Engineers (SWE), Mentor	2019–2020
University of Virginia Women in Computer Science (WiCS), Mentor	2019–2020
IEEE Frontiers in Education Conference (FIE), Reviewer	2019
ACM Technical Symposium on Computer Science Education, Reviewer	2018
CS Department Undergraduate Committee, Undergraduate Representative	2018

AWARDS & SCHOLARSHIPS

Yext Student Scholarship for Grace Hopper Conference (Orlando, FL)	Sep 2019
Microsoft AI for Earth grant (Redmond, WA)	Jul 2019
Scholarship to Women in Cyber Security 2019 Conference (Pittsburgh, PA)	Mar 2019
Anita Borg Institute Student Scholarship for Grace Hopper Conference (Houston, TX)	May 2018
Anita Borg Institute Student Scholarship for Grace Hopper Conference (Houston, TX)	Feb 2018
Adobe Research Women in Technology $10,000 Scholarship (San Jose, CA)	Jan 2018
BYU CS Research Conference Scholarship (Provo, UT)	May 2017
BYU Half Tuition Scholarship (Provo, UT)	Apr 2017

CAMPUS ACTIVITIES

Computer and Network Security club (CNS) Aug 2018 – Dec 2019

- Competed in MetaCTF at the University of Virginia (Oct 2018), 14th place out of 55 teams
- Participated in PatriotCTF at George Mason University (Nov 2018), 9th place out of 15 teams

Association of Computing Machinery (ACM) Sep 2016 – Apr 2018

- Served as president (2018), vice president (2017), and website developer (2016)
- Coordinated with Major League Hacks (MLH) for BYU ACM's first ever 24 hour hackathon a
- Planned networking events with 10 companies and over 200 students per event