Naomi Johnson

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SUMMARY

Aspiring Human-Computer Interaction PhD; current Microsoft software engineer with mixed-methods UX Research experience

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; recruited participants and coordinated details; 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 during the 2020 Hackathon

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; recruited participants and coordinated schedules; interviewed 10 users to gather requirements before designing, implementing, and testing an error-tracking dashboard for the Satori knowledge graph AI pipeline. The site resulted in a savings of 120 hours per year on status checks and is still in use as of November 2020.

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

Research Assistant, Stanford University — Jun 2017 – Aug 2017

- Ran card sorting interviews and usability studies resulting in 20 actionable tasks to simplify the menu of the novice web developer tool.
- Desk research to inform design of usability study; data collection for usability testing of web designer tool; technical writing for the research paper published at CHI (2018) and with Springer (2020)

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 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 2020
- 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
- BYU Undergraduate $1,500 Research Grant (Provo, UT) Feb 2018
- Adobe Research Women in Technology $10,000 Scholarship (San Jose, CA) Jan 2018
- BYU CS Research Conference Scholarship (Provo, UT) May 2017

CAMPUS ACTIVITIES

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

- Attended weekly practices to prepare for regional competition
- 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
- Attended weekly practices to prepare for regional competition

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
- Responsible for supervising ten officers and a $8,000 budget
- Planned networking events with as many as 10 companies and over 200 students per event