

Naomi Johnson

2020 Graduate seeking a mixed-methods Design/UX Researcher role
www.naomijohnson.design | cell: 202.908.8403 | snjohnson789@gmail.com

SKILLS

- **UX Research:** usability testing, user interviews, telemetry analysis, wireframing, prototyping
- **Product Management:** agile method, negotiation, adaptability, risk & conflict management
- **Communication:** public speaking, native English and fluent Japanese, six research publications
- **Languages:** C++, C#, Python, R, HTML/CSS, Java

EXPERIENCE

Microsoft, Software Engineer

May 2020 – Present

- 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](#))