Naomi Johnson

Accessibility oriented software engineer with UX research experience

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RELEVANT EXPERIENCE

Microsoft, Redmond, WA — *Software Engineer on M365*

MAY 2020 - PRESENT

● Adding multi-stage review features to M365 Records Management.

● Ran usability tests on aka.ms/mentor and quantitative surveys; analyzed data; created 10 actionable tasks to improve our search UX. Implementation of four recommendations resulted in first-time users' fatal errors on search UX decreasing from 33% to zero percent during the 2020 Hackathon.

Adobe Research, Seattle, WA — *Creative Technologies Lab Intern*

JANUARY 2019 - APRIL 2019

● Used JavaScript to develop prototypes of algorithm to determine relationships between data and graph. Applications include generating an updated graph, suggesting graph types, and exploring data in Data Illustrator.

Microsoft, Bellevue, WA — *Explore Intern (PM + SWE)*

MAY 2018 - AUGUST 2018

● Created paper prototypes and 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 October 2020.

Stanford University, Stanford, CA — *HCI Research Assistant*

JUNE 2017 - AUGUST 2017

● Implemented 5 features in JavaScript to simplify the menu of web dev tool.

● Collected data and desk research to inform design for usability testing of web designer tool; technical writing for research paper published at CHI (2018).

Brigham Young University, Provo, UT — *HCI Research Assistant*

NOVEMBER 2016 - AUGUST 2018

● Ran an unmoderated scalable study and wrote Python scripts to analyze quantitative data from A/B/C testing of data annotation tools; published research at UbiComp (2018) and with Springer (2019).

● Received grant to design and run quantitative study about students' experience in the CS department, published research at FIE (2019, 2019).

EDUCATION

University of Virginia, Charlottesville, VA — *Bachelor's*

CLASS OF 2020

● Double majored in Computer Science and Japanese; 3.4GPA

SKILLS

Code: C++, C#, Python, R, HTML/CSS/JS, Java

People: Public speaking, writing, tutoring

UX Research: usability testing, field studies, user observations, card sorting, wireframing, clickable prototyping, mixed methods, statistics, personas, data analysis, storyboarding

AWARDS

Adobe Research's Women in Technology $10k scholarship for women in tech (2018)

$1.5k Research grant to study minorities in tech; presented research at FIE (2019, 2019)

PUBLICATIONS

Poirot: A Web Inspector for Designers (2018 at CHI)

Understanding How Non-experts Collect and Annotate Activity Data (2018 at UbiComp)

More on Google Scholar

LANGUAGES

Fluent in Japanese

Native English speaker