Janet G. Johnson

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SELECT EXPERIENCE

Human-centered eXtended Intelligence Lab & The Design Lab, UC San Diego

PhD Candidate | Apr. 2017 - Present

Dissertation Focus: Mixed Reality Mediated Collaboration

- Developing a communication and cognition first model for Mixed Reality mediated collaboration.
- Designed and evaluated multiple interaction techniques that exploit XR's spatial affordances to better support remote guidance.
- Designed and evaluated an XR telementoring environment for trauma surgery (collaboration with the Naval Medical Center at San Diego).
- Co-designed and evaluated HoloCPR, a Mixed Reality application that provides real-time resuscitation (CPR) aid for novices.
- Conducted longitudinal research to understand latent needs and develop a framework for family-centered interventions in the ICU.

XR Safety Initiative

Medical XR Research Advisor | June. 2021 - Present

- Leading research efforts towards creating guidelines for safe and ethical XR applications in healthcare.
- Conducted research to understand global design and development practices for XR applications in healthcare.

Facebook Reality Labs, Facebook Inc

UX Research Intern | Jun. 2020 - Sept. 2020

- Conducted research to inform future AR technology with a focus on spatial and audio capabilities for AR glasses.

Facebook AR/VR, Facebook UK Ltd

UX Research Intern | Jun. 2019 - Sept. 2019

- Conducted qualitative UX research on AR authoring and the Spark AR ecosystem to inform future product and research directions.

PricewaterhouseCoopers & UC San Diego

UX Research & Design Intern | Jun. 2017 - Sept. 2017

- Responsible for the UX research and design of a collaborative Mixed Reality application to visualize and interact with multi-dimensional population health data.

Microsoft India (R&D) Pvt. Ltd.

Software Engineer | Jul. 2014 - Jul. 2016

- Designed an interface for an e-commerce site for Microsoft partners, created a network analysis tool, and helped manage data-center projects.

Juniper Networks India Pvt. Ltd.

Engineering Intern | Jan. 2014 - Jun. 2014

- Designed a framework to enhance the debugging capabilities of the EX-Series Platform Forwarding Engine and reduced the time to obtain debugging information from approx. 30 minutes to 12.7 seconds.

SELECT ASSOCIATIONS AND SERVICE

- Organizer - Workshop on Empathic Computing at IEEE VR 2022
- Web Co Chair - ACM UbiComp & ISWC 2020
- Academic Peer Reviewer - Multiple HCI Journals and Conferences
- Member - Diversity, Equity, and Inclusion Committee, CSE, UC San Diego
- Member - Graduate Women in Computing, UC San Diego
- Volunteer - California Wolf Center

EDUCATION

PhD in Computer Science / HCI

UC San Diego, USA

Sept. 2016 - Present

MS-PhD Transfer in 2018

GPA: 3.82/4

B.E. in Computer Science and Engineering

Manipal University, India

Jul. 2010 - Jun. 2014

GPA: 8.79/10

SELECT PUBLICATIONS

Johnson, *Gasques, Sharkey, Schmitz, Weibel. Do You Really Need to Know Where "That" Is? Enhancing Support for Referencing in Collaborative Mixed Reality Environments*, CHI 2021

Gasques, ***Johnson***, *Sharkey, Feng, Wang, Xu, Zavala, Zhang, Xie, Zhang, Davis, Yip, Weibel. ARTEMIS: A Collaborative Mixed-Reality System for Immersive Surgical Telementoring*, CHI 2021.

Weibel, Gasques, ***Johnson****, Sharkey, Xu, Zhang, Yip, Davis. ARTEMIS: Mixed-Reality Environment for Immersive Surgical Telementoring*, CHI EA 2020

Xie, Liang, ***Johnson****, Mower, Burns, Chelini, D'Alessandro, Weibel, Schulze. Interactive Multi-User 3D Visual Analytics in Augmented Reality*, Electronic Imaging 2020

Johnson*, Schmitz, Ramnath, Weibel. Nurture-Empower-Support: A Human-Centered Approach to Understand and Support ICU Families*, PervasiveHealth 2019

Johnson*, Schmitz, Ramnath, Weibel. A Human-Centered Approach to Understand and Support ICU Families*, CHI EA 2019

Johnson*, Gasques, Gubbala, Weibel. HoloCPR: Designing and Evaluating a Mixed Reality Interface for Time-Critical Emergencies*, PervasiveHealth 2018.

TEACHING

Towards Human-Centered AI (Teaching Staff, 2022)

HCI for Health (TA, 2019-2022)

Ubiquitous Computing (TA, 2017-2019)

Advanced Interaction Design (TA, 2017)

Interaction Design Specialization (Coursera Staff, 2017-2019)