LIA X. JOHANSEN

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EDUCATION

UNIVERSITY OF WASHINGTON
Seattle, WA
B.S., Human Centered Design and Engineering, *Expected 2021*
Data Science Concentration
Major GPA 3.93, Overall 3.72
Relevant Coursework: User Centered Design, Visual Design, Interactive Systems Design, User Research, Technical Writing, Statistics, Algorithms and Data Structures, Globalization Study Abroad in Ireland

SKILLS

Invision, Figma
Adobe Creative Suite
HTML, CSS, JavaScript
Java, Python, R
User Centered Design
User Research
Storyboards
Information Architecture
Sketching
Rapid Prototyping
Wireframing
Visual + UI Design
Usability Testing
Storytelling

INTERESTS

DubHacks
Design for America UW
Society of Women Engineers

ACHIEVEMENTS

DFAUW Officer since 2018
2018-19 Annual Dean's List
Freshman Direct Admit to HCDE

EXPERIENCE

Microsoft New Technologist Intern   *Jun - Aug 2019*
Led a team of 5 to design and engineer Tommi, an innovative iOS MVP app that gamified avatar interactions to motivate children to develop a balanced relationship with technology. Created user personas, journeys, and stories to scope problem space and define target customers. Responsible for visual design and led design of wireframes using Figma. Implemented user feedback that improved usability of quest system. Programmed app using Swift. Team selected to pitch app to Microsoft executives.

Design for America UX Project Lead   *Sep 2017 - Jun 2018*
Learned and applied UCD and design innovation processes to devise an original system to alleviate teen stress. Included user research, design springs, ideation, usability testing, and iterative prototyping. Led team of 5 in design of Coeur System, a wearable 3D printed technology prototype.

UX PROJECTS

Night Owl UX & Safety   *Sep - Dec 2019*
A UCD project that resulted in a high-fidelity, mobile prototype for students that improves the safety of walking alone at night. Utilizes real-time mapping, notification of walking routes, and arrival. Included user research, personas, storyboards, information architecture, usability testing, and visual interaction design. Responsible for high fidelity wireframes using Figma.

FareStart Brand Book   *Jan - May 2019*
Reimagined non-profit's digital presence with complete visual system with modernized colors, typography, logos, icons, and hi-fidelity screens.

UX RESEARCH

Social Robotics UX Design   *Sep 2019 - Present*
Designing social robot and interactive website that captures teen stress and mood data to help reduce teen stress. Apply UX Design to enhance interactive experience between robots and teens. Build website using React, Javascript, HTML/CSS. Conducting design sprints to define and validate system features.

Data Privacy Global UX   *Sep 2018 - June 2019*
Member of data science team that analyzed large-scale Twitter dataset to compare cultural differences in data privacy. Trained in qualitative research methods and helped code 10,000 tweet dataset. Calculated and analyzed statistics in R to inform future machine learning research decisions.