

LIA X. JOHANSEN

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EDUCATION

UNIVERSITY OF
WASHINGTON
Seattle, WA

B.S, Human Centered Design and Engineering, *Expected 2021*
Data Science and Computer Science Concentrations
3.68/4.0 GPA, 3.88/4.0 Major GPA

EXPERIENCE

MICROSOFT
Redmond, WA

New Technologist Intern, Jun - Aug 2019

Designed and engineered Tommi, an innovative iOS app that motivates children to develop a balanced relationship with technology. Created user personas, journeys, and stories to scope problem space and identify target audience. Led design of wireframes using Figma that resulted in intuitive interfaces. Solicited and implemented user feedback that improved usability for parents and childre. Team selected to pitch app to Microsoft executives.

UNIVERSITY OF
WASHINGTON
Seattle, WA

Undergraduate Researcher, Sep 2018 - June 2019

Member of 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.

KING COUNTY
Seattle, WA

Finance Auditing Intern, Jun - Aug 2018

Assisted audit team with client interviews and program evaluations. Performed data analysis using advanced Excel. Created interactive dashboards with Oracle Business Intelligence. Helped reorganize document repository and implemented Sharepoint redesign.

DESIGN FOR
AMERICA
Seattle, WA

UX Project Lead, Sep 2017 - Jun 2018

Led 5-person college team in development of an original, wearable technology prototype to reduce stress in high school students. Conducted user research, design sprints, usability testing, and iterative prototyping. Communicated user experience with compelling storyboards, task flow diagrams, UI design specifications, and 3D printed prototype.

FIRST ROBOTICS
Bainbridge Island, WA

Software Developer Lead, Sep 2016 - Jun 2017

Led high school team of 15 Java programmers in development of 4500 lines of code that controlled robot. Drove integration testing across 55-member team that resulted in bug-free system and industry awards.

SKILLS

DESIGN

User Experience, User Interface Design, User Research, Usability Testing, Wireframing, Prototyping

SOFTWARE

Java, Python, Swift, HTML/CSS, R, Git, Adobe Suite, Figma