

LIA X. JOHANSEN

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(206) 919 1643

EDUCATION

UNIVERSITY OF
WASHINGTON
Seattle, WA

B.S., Human Centered Design and Engineering, *Expected 2021*
Data and Computer Science Concentrations
3.68/4.0 GPA, 3.93/4.0 HCDE GPA, 2018-19 Annual Dean's List

EXPERIENCE

UNIVERSITY OF
WASHINGTON
Seattle, WA

Robotics Undergraduate Researcher, Sep 2019 - Present
Member of project team funded by NSF to design and develop EMAR, a social robot that captures adolescent stress and mood data. Apply UX Design to enhance interactive experience between robots and teens. Build website using React, Javascript, HTML/CSS.

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 define target audience. Led design of wireframes using Figma that resulted in intuitive interfaces. Implemented user feedback that improved usability. Programmed app using Swift on XCode IDE and Git for code version control. Team selected to pitch app to Microsoft executives.

UNIVERSITY OF
WASHINGTON
Seattle, WA

Big Data Undergraduate Researcher, Sep 2018 - Jun 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.

KING COUNTY
Seattle, WA

Finance Auditing Intern, Jun - Aug 2018
Assisted audit team with client interviews and program evaluations. Solicited input from users and created interactive dashboards and custom reports. Reorganized document repository and implemented Sharepoint redesign.

DESIGN FOR
AMERICA UW
Seattle, WA

UX Project Lead, Sep 2017 - Jun 2018
Led 5-person team in design of original, wearable 3D printed technology prototype to reduce student stress. Conducted user research, design sprints, usability testing, and iterative prototyping. Created storyboards, task flow diagrams, and UI design specifications.

FIRST ROBOTICS
Bainbridge Island, WA

Software Developer Lead, Sep 2016 - Jun 2017
Led 15 high school Java programmers in development of 4500 lines of code that controlled robot. Drove system integration testing.

SKILLS

DESIGN

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

SOFTWARE

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

ORGANIZATIONS

DFA UW (Officer), Society of Women Engineers, Dubhacks