Johnson Song
Designer and Developer

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(703) 459-8226

EDUCATION

Stanford University - M.S. Computer Science
JANUARY 2020 – PRESENT
Human-Computer Interaction Track
GPA: 4.0/4.0

Stanford University - B.S. Computer Science
SEPTEMBER 2016 - JUNE 2020
Human-Computer Interaction Track
Minor in Economics
GPA: 3.9/4.0

Coursework: Human Computer Interation, Artificial Intelligence, Data Visualization, Web Applications, Design and Manufacturing, Computer Systems, Applied Matrix Theory

ACTIVITIES

- Stanford Visitor Center - Student Tour Guide
- Senior Class Cabinet - Member
- Residential Assistant - Sally Ride dorm
- Stanford Design for America - Member
- Stanford Jump Rope Team - Vice President
- Stanford Marketing Group - Consultant

LANGUAGES

DEVELOPMENT: C++, JavaScript, React, Java, PHP, HTML/CSS, Python, Objective-C

SPOKEN: English, Mandarin, French, Italian

SKILLS

Figma, Tableau, design thinking, rapid prototyping, user research, experience design, interface design, journey maps, personas, branding, lathe, mille

FUN STUFF

- I studied abroad in Florence, Italy for 10 weeks
- I taught myself guitar and used to make acoustic covers on Vine
- I was born in Normandy, France

WORK EXPERIENCE

Facebook - Software Engineering Intern
JUNE 2020 – SEPTEMBER 2020
Seattle, WA
- Developed brand-new gaming experience on Facebook (React, PHP, Relay)

Daimler - Partner Product Designer and Developer
JANUARY 2020 – JUNE 2020
Palo Alto, CA
- Designed wireframes and prototypes (Figma)
- Developed in-vehicle gaming experience for autonomous driving era (React)

Facebook - Software Engineering Intern
JUNE 2019 - SEPTEMBER 2019
Menlo Park, CA
- Developed iOS features on Messenger App
- Ran user experiments in collaboraiton with design and data science teams

Yext - Software Engineering Intern
JUNE 2018 - AUGUST 2018
Tysons Corner, VA
- Developed client location management systems (JavaScript and HTML/CSS)

PROJECTS

Coast to Coast - Product Designer
SEPTEMBER 2019 - DECEMBER 2019
- Designed and manufactured bronze sand-casted coasters in the Stanford Product Realization Lab

Bite-Size – UX Researcher and Designer
APRIL 2019 – JUNE 2019
- Conducted user research to design interface for personalized volunteer opportunities at the Haas Center for Public Service

Planit - Android/Web Developer
SEPTEMBER 2018 - DECEMBER 2018
- Designed and developed Android app to gamify travel-planning with family and friends