

QUINTON JOHNSON

UX / PRODUCT DESIGNER

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EXPERIENCE

The Home Depot

UX Designer

June 2018 - Present

- Collaborate on the design for an application that manages and tracks tool repairs.
- Research users through observations and interviews to build empathy and understand their pain points.
- Facilitate usability tests to understand users' thought processes and validate assumptions as they interact with designs.

The Home Depot

Software Engineering Intern

May 2017 - May 2018

- Assisted in the development of a data analytics web application for the Contact Center Team with the purpose of visualizing customer data.
- Created the front-end of the application utilizing HTML, CSS, and JavaScript along with React.js as a front-end library.
- Aided in product design by producing personas, sketching mockups, and taking part in a design critique.

Wayfarer App Mockup

Fall 2017

- Produced a design for a hiking app within a group of four that encourages users to seek out points of interest using auditory cues.
- Carried out three usability tests to validate a design I individually created with Sketch and InVision.

Atlanta Street Art Project

Fall 2016 - Spring 2017

- Worked in a team of five on an Android application that allows users to explore street art throughout Atlanta.
- Designed an interactive prototype using Sketch and InVision.
- Conducted user research by developing scenarios and carrying out five usability tests
- Utilized several APIs, such as Google Places, to provide for increased functionality.

EDUCATION

Georgia Institute of Technology

B.S. Computer Science

August 2014 - May 2018

- 3.53 GPA: High honors
- Minor: Industrial Design
- Organizations: GT Triathlon, Outdoor Recreation

SKILLS

UX

Prototyping
Usability Testing
Interviewing
Prototyping
Observing
Storyboarding
Personas
Wireframing

UI

Visual Design
Interaction Design
Infographics
Visual Hierarchy
Typography

Development

HTML
CSS
JavaScript
React
Java
Python
C
C#

Tools

Sketch
InVision
Illustrator
Photoshop
InDesign
Unity
Axure
Git