

# Hannah Johnson

## User Experience Designer

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### PROJECTS

#### The Mint Challenge / Sponsored by Microsoft Education

January 2019 - March 2018

- Designed a project-based physical computing classroom experience
- Rapidly prototyped our kit concept with techniques including video, behavioral prototyping, and code
- Tested our kit concept with local students and teachers

#### WeCare / Sponsored by Premera

September 2018 - December 2018

- Designed a mobile application that allows networks of caregivers to manage medicinal information and refill tasks for their loved ones, together
- Conducted user research and synthesized key design principles
- Created site map, interaction models, and key path user flows
- Presented concept to design executives at Premera

#### Capstone / Sponsored by frog

September 2018 - December 2018

- Working with frog and the Refugee Women's Alliance to explore how technology could support extracurricular involvement for local immigrant youth

### WORK

#### Brand New Box / User Experience Design Intern

September 2015 - May 2018

- Designed and developed front-end prototypes for client projects
- Conducted usability tests on existing projects and created reports detailing observations and design recommendations for leadership
- Leveraged technical knowledge and interpersonal skills to communicate with clients and developers

#### Transition Coalition / User Research Consultant

September - October 2016

- Tasked with improving the usability of a new web-based, government funded training tool for Special Educators in Kansas
- Conducted usability tests and a heuristic analysis of the training tool and presented findings and recommendations to the Coalition
- Student satisfaction increased after recommendations implemented

### EDUCATION

#### University of Washington

Masters in Human-Computer Interaction + Design (MHCID)  
August 2019

#### University of Kansas

B.S. in Computer Science  
August 2019

### SKILLS

#### Design

Rapid Prototyping  
Storyboarding  
Wireframing  
Journey Mapping  
Interaction Flows

#### Research

Interviewing  
Usability Testing  
Data Synthesis

#### Development

HTML/CSS/JS  
Arduino  
Processing  
C++

### TOOLS

Adobe Creative Suite  
Figma  
Sketch  
Premiere  
Principle  
Keynote