

genevieve johnson

interaction designer

ACADEMIC EXPERIENCE

Call of Duty Companion App - Project Manager, Designer

September 2020 - October 2020 | Partnership project with Activision

- Coordinated usability tests, team meetings, and stakeholder Q&As
- Used Figma to seamlessly integrate a new feature - tutorial videos - into the Call of Duty Companion app (concept based on extensive user research)

Food Matters - App Interface Designer

September 2020 - October 2020 | Adobe Creative Jam

- Created prototype to connect hungry LAUSD students with food pantries

Nina - User Experience Designer

March 2020 - June 2020 | Santa Monica, California

- Designed an app & wearable to guide users through knee injury rehab; optimized app for mobile phones and watches

Crosswalker - UX Researcher & UI Designer

October 2019 - December 2019 | Venice, California

- Conducted observations, interviews, and on-site tests to conceptualize a prototype to discreetly help disabled pedestrians cross wide intersections

Corsair Commute - UI Designer

October 2018 - December 2018 | Santa Monica, California

- Used results from surveys, usability tests, and interviews to develop a navigational and conversational mobile carpooling app for SMC students
- Created user flows, interface wireframes, journey maps, and 3 iterative mobile app prototypes (from cardboard/paper to InVision)

PROFESSIONAL EXPERIENCE

Code Tenderloin - Web Design & Development Instructor

May 2020 - July 2020 | San Francisco, California (remote)

- Taught 111 high school interns HTML, CSS Grid, and Bootstrap

Planet of the Humans The Facts - Web Designer

May 2020 - June 2020 | Los Angeles, California (remote)

- Created a responsive website (optimized for mobile and desktop views)

SMC Sustainability Center - Graphic Designer

February 2019 - Present | Santa Monica, California

- Designed posters, animated media, and spearheaded environmental events

ghjdesigns.com

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SKILLS

Interaction design

UX/UI design

Project management

Graphic design

Responsive web design

Branding

Information architecture

Illustration

Public speaking

Typography

Methods

User journey maps

Wireframing

Story boarding

User research

Interactive prototyping

Usability testing

Tools

Illustrator

Sketch

Mural

Photoshop

Figma

HTML

InDesign

Proto.io

CSS Grid

Adobe XD

TryMyUI

JQuery

AfterEffects

Lucid Chart

Bootstrap

InVision

Miro

EDUCATION

Santa Monica College

January 2018 - June 2021

B.S. Interaction Design (expected June 2021)

A.S. Graphic Design + UX (June 2020)

GPA: 3.96

Cal Poly, San Luis Obispo

September 2016 - December 2017

Studied software engineering

HONORS

- Designed 'Penguin' typeface, published in children's book *Runtime* in August 2020
- First Place in the SMC Global Citizenship Symposium, April 2019
- Dean's List, Santa Monica College, June 2019 - Present