

An interaction & experience designer
who is predictably overdressed
& perpetually hungry

Catherine Johnson

Contact

Portfolio

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Education

Georgia Institute of Technology

M.S. Human-Computer Interaction, 2015-2017
Psychology & Industrial Design Speciality | GPA 4.0

Brown University

B.A. Psychology, 2006-2010
B.A. International Relations, 2006-2010

Phillips Exeter Academy

English Diploma, 2002-2006
Phelps Scholar Athlete (Rowing)

Focus Areas

UX & Interaction Design

Service Design

User Research

Design & Research Experience

2016-now Masters Thesis Design Student

Engineering Design Research Lab | Atlanta, GA

Investigating the effect of mood interventions on creativity & intuition in design under the advisement of Dr. Kate Fu. Self-directing project goals and research plan. Currently analyzing baseline data and developing intervention concepts.

2016 Interaction Design Intern

Method | San Francisco, CA

Summer intern with the IxD team of a design consultancy. Focused on innovation in the construction industry. Conducted user research, developed customer journeys and a digital ecosystem overview. Designed conceptual product recommendations and helped to facilitate a client prioritization workshop.

2015-now Graduate Designer & Researcher

Georgia Tech Research Institute | Atlanta, GA

Designing expert system UIs for the military, including interaction models, wireframes, and workflows. Evaluating product usability and accessibility features. Conducting human factors testing, heuristic evaluations, task analyses and risk assessments.

2013-2015 UX Designer & Researcher

BloomBoard | Palo Alto, CA

UX for an education tech company focused on teacher growth. Lead designer for enterprise products (2014-2015). Full-stack designer from research and wire framing to visual designs. Designed tools to support compliance requirements. Prototyped designs for proof of concept and collaborated on cross-product initiatives.

2012-2013 Vendor Team Lead

ZeroCater | San Francisco, CA

Team lead at a Y Combinator funded catering start-up. Designed incentive programs based on performance data. Developed service standards to ensure a quality, seamless experience. Researched optimal packaging practices. Collaborated with Engineering to develop and improve internal products.

Publications & Exhibitions

2016 Will o' the Wisp: Augmented Reality Navigation

Johnson, C. S., Mahajan, S., Ordu, M., Sherugar, S., & Walker, B.N. (2016). Will o' the Wisp: Augmented Reality Navigation for Hikers. Proceedings of International Conference on Human-Computer Interaction (HCI 2016), Toronto, Canada (17 - 22 July).

2016 UberCARE

Process & product video was included in the MA Design is Human 2016 Exhibit in Atlanta as part of a service design exhibition.