

MOLLY JOHNSON

PRODUCT DESIGN + STRATEGY

EDUCATION

CARNEGIE MELLON UNIVERSITY

Master of Design, Interaction Design
2012 – 2014

UNIVERSITY OF CINCINNATI, DAAP

Bachelor of Science, Digital Design
2006 – 2011

SKILLS

Design Research
Product Strategy
Interaction Design
Service Design
Visual Design
Prototyping
Motion Design

I have experience with most current software and prototyping tools, any that I don't know yet, I'm excited to learn.

AWARDS

Learning to See, Seeing to Learn
Best in Category,
Interaction Awards 2015

CONTACT

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EXPERIENCE

PRODUCT DESIGNER

Capital One Labs, June 2014–Present

At Capital One Labs I designed products to help people better understand, engage with, and use their money. I led design through exploratory research, product strategy, interaction design, prototyping, and production.

During the past year and a half I have focused on multi-platform hardware/software systems and IoT devices. I developed research methods to facilitate tough conversations with people about their money and synthesized learnings into insights and frameworks. I led teams through ideation to define solutions, and communicated those concepts to leadership and stakeholders. During the design phase I prototyped consumer facing mobile apps, IoT devices with alternative displays, and data driven visualization tools for internal fraud investigators. Finally, I worked closely with engineering teams and business partners to bring products to pilot.

INTERACTION DESIGN INTERN

Smart Design, June 2013–August 2013

During my summer at Smart Design I worked closely with designers, creative directors, project managers, and clients to structure research activities, conduct in home interviews with potential users, facilitate a client stakeholder workshop then concept, mock-up, and present design concepts for future consumer electronics.

TEACHING ASSISTANT

Carnegie Mellon University, August 2012–June 2013

I was a teaching assistant for both a graduate prototyping class and graduate design studio class. I assisted students and instructors with assignments and critiques and planned and facilitated a weekly workshop focused on design fundamentals for students who entered the graduate design program without a background in design.

USER EXPERIENCE DESIGNER

Nectarine Group, July 2011–July 2012

Interactive design intern, September 2010–December 2010

Nectarine group was a small consultancy with only four designers, giving me the opportunity to wear many hats. I followed projects from concepting and interaction design to visual and motion design, and production. I created user centered interfaces for consumer electronics, mobile apps, and web apps with a focus on storytelling as an integral part of the design process. I also regularly collaborated with and presented to clients.

DESIGN INTERN

Luxurious Animals, April 2010–June 2010

Transmissions LLC, September 2009–December 2009

Hello Design, April 2009–June 2009 & September 2008–December 2008

Blue Diesel, April 2008–June 2008

Interning was an integral part of my undergraduate program. Internships allowed me to explore the country, what type of work I wanted to do, and what type of company I wanted to work for. Over the course of 5 internships I worked as an interaction designer, a graphic designer, and front end developer for mobile, tablet, and web applications as well as consumer electronics devices. The experience of working with more experienced designers and interfacing with clients was invaluable and has significantly affected my career path.