

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 and Design Strategy
Interaction Design
Visual Design
Digital and Physical Prototyping
Motion and Video Design
Storytelling + Communication
Strategic visioning
Design Thinking Facilitation

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

PATENTS AND PUBLICATIONS

Patent: Configuring as set of applets on a battery-less transaction card

Patent: Transaction card mode related to locating a transaction card

Patent: Smart card secure online checkout

Patent: Presentation box for a transaction card

Frontiers in Education 2017: Development and results from user testing of a novel robotics kit supporting systems engineering for elementary-aged students.

CONTACT

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EXPERIENCE

PRODUCT DESIGN LEAD

Capital One Center for Machine Learning, April 2019–Present

At Capital One's Center for Machine Learning I lead a team of 6 designers and researchers in developing a new internal machine learning platform for associates. The platform simplifies the processes of implementing machine learning models in production and managing model risk. I work closely with the design team as we develop research studies for understanding associate needs, support UX designers in prototyping and designing new experiences, and work closely with product and engineering leads to develop product and design strategies to assure platform success. I also meet regularly with executive stakeholders to share design and research progress and assure strategic alignment through presentations and workshop facilitation.

PRODUCT DESIGN LEAD

Capital One Labs, Product Designer, June 2014–January 2017
Capital One Labs, Product Design Manager, January 2017–January 2019
Capital One Labs, Product Design Lead, January 2019–April 2019

At Capital One's Innovation Lab 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 and managed a small team of designers.

I developed research methods to facilitate tough conversations with people about their money and synthesized learnings into insights and frameworks. 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.

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 and web applications, and automotive interfaces with a focus on storytelling as an integral part of the design process. I also regularly collaborated with and presented to clients.

DESIGN INTERN

Smart Design, June 2013–August 2013
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 education. 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.