

ux + service design

Molly Johnson

EDUCATION

Carnegie Mellon University
Master of Design, Interaction Design
2012-2014 (expected)

University of Cincinnati
Bachelor of Science, Digital Design
2006-2011

Hilliard Darby High School
2002-2006

SKILLS

Design research
Concepting
Interaction design
Service design
Prototyping
Info + communication design
Visual design and layout
Motion design

I have experience with most current software and prototyping languages.

CONTACT

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PROFESSIONAL

Interaction design intern
Smart Design, June 2013–August 2013

During my summer at Smart Design I was a full member of a project team where we conducted extensive user research, a stakeholder workshop, and concepted and visualized solutions for future oriented 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 planned and facilitated a weekly workshop focused on design fundamentals.

User experience designer
Nectarine Group, July 2011–July 2012
Interactive design intern, September 2010–December 2010

Worked as a cross disciplinary designer; followed projects from concepting and interaction design to visual and motion design, and production. I created user centered interfaces for consumer products and mobile devices with a focus on storytelling as an integral part of the design process.

Interactive development intern
Luxurious Animals, April 2010–June 2010

Worked primarily as an AS3 and front end developer focusing on HTML5, CSS3, and JavaScript for mobile browsers.

Design intern
Transmissions LLC, September 2009–December 2009

Responsible for interactive and visual design for web applications as well as AS3 and Wordpress development.

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

Collaborated with visual and interactive designers and developers on large scale website design, production, and QA. Also assisted with front end development and mobile concepting.

Design intern
Blue Diesel, April 2008–June 2008

Primarily responsible for visual ideation around branding and tablet applications and asset production.