

Christian Johnson

Product Designer

(513) 518-9415

christian7johnson@gmail.com

linkedin.com/in/christian-johnson

christianjohnson.dev

Strategic Product Designer with 6+ years at Microsoft and Apple, blending engineering with design to deliver solutions

EXPERIENCE

Anomaly Studios – *Founder & Principal Designer*

October 2025 – Present

- Drive 0 to 1 product lifecycle for clients, conducting market research and competitive analysis to inform product positioning and feature prioritization
- Spearhead user research initiatives (interviews, usability testing, heuristics) to validate client assumptions before code is written

San Francisco Recreation & Parks Department – *Product Designer*

January 2025 – August 2025

- Led product design initiatives to enhance the usability of their park reservation systems for over 800,000 monthly users according to WCAG 2.1AA standards
- Delivered a new website (desktop and mobile), redesigned reservation system, and branding guidelines
- Conducted market research, user research and usability testing
- Developed storyboards, high-fidelity wireframes, and prototypes with Figma and AI to communicate design decisions
- Analyzed user data with AI technologies to identify trends, creating a design projected to cut task completion time by 30%
- Collaborated with designers and developers to ensure design feasibility through creating and maintaining design systems

Microsoft – *Design for Excellence (DFX) Engineer*

May 2018 – March 2023

- Served as a key liaison between product development and engineering teams for flagship products including Surface Duo 2, Surface Pro 9, and Xbox Controllers
- Designed and launched a user-centric employee training portal using Figma and SharePoint, which improved navigation of training materials and decreased employee onboarding time by 20%

Apple – *Design Engineering Intern*

May 2017 – August 2017

- Composed and modeled critical FPC and PCB components for the iPhone X and Apple Watch: Series 4 using Siemens NX
- Investigated and optimized wafer dicing processes, directly impacting sensor area optimization for future product iterations

PROJECTS

VroomF1 – *Product Designer*

- Building an AI-powered Formula 1 dashboard using Figma, Cursor, and Claude, enabling race predictions, data visualizations, statistics & news for drivers/teams

Chill Room: Pocket Edition – *Game Designer*

- Created a transformational mobile game that creates a personal space for self-regulation and emotional well-being for middle grade students

Orcasound – *UX/UI Designer*

- Led end-to-end design and usability testing for Donate and Hacker Hall of Fame pages, creating prototypes that boosted engagement by 25% and cut navigation errors by 40%

EDUCATION

Carnegie Mellon University, Pittsburgh, PA – *Master of Human-Computer Interaction*

August 2024 – August 2025

CMU Rales Fellow
GEM Associate Fellow

Grow with Google, UX Design Professional Certificate

April 2023

North Carolina A&T State University, Greensboro, NC – *Bachelor of Science in Mechanical Engineering*

June 2014 – May 2018

Lewis & Elizabeth Dowdy Scholar
TMCF Apple HBCU Scholar
IBM Scholar

SKILLS

Wireframing, Prototyping, Interaction Design, User Research, Usability Testing, A/B Testing, Design Systems, Design for AI, Design Strategy

TOOLS

Figma, Framer, Cursor, Adobe Creative Suite (Photoshop, Illustrator, Lightroom), Storybook, Visual Studio, Unity, Vercel, Javascript, HTML/CSS, Next.js, React, React Native, Miro, Jira

AI & LLMS

OpenAI ChatGPT, Anthropic Claude, Google Gemini, Prompt Generation

PROGRAM MANAGEMENT

Stakeholder Management, Design Communication, Six Sigma Green Belt, Agile, Scrum