

John J. Robinson

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Seattle, WA

Summary & Goals

I am an experienced software engineer and researcher skilled at solving problems through understanding user needs and building quality applications to align with their goals.

Skills

Research Methods

In-depth Interviews (IDIs), diary studies, content analysis, Surveys, journey maps, social network analysis, linear regression, experimental design, data visualization

Programming Languages

Python, R (tidyverse), SQL, JavaScript, C#, C, C++, Shell scripts

Technologies

AngularJS, D3.js, Django, PHP, HTML, CSS

Software

Figma, Dscout, Lookback, Qualtrics, Microsoft Office
Git, PostgreSQL, MySQL, NodeJS, MongoDB

Work Experience

UX Researcher

Facebook App Commerce & Facebook Video
Facebook

2020-2023

I worked with stakeholders to design and execute mixed-methods research studies to understand user needs, behaviors, and translate those into user narratives with clearly actionable insights. This included large-scale research studies and also rapid response (~1-2 week turnaround). The outputs influenced team and organizational product directions. I also worked across organizations to find existing research and experts to minimize redundant work and provide more informed research to my teams. I lead an organization-wide task force to research and improve participant recruiting practices.

Interviews, Diary Studies, Usability Studies, Surveys, Qualitative Analysis, Diary Studies, SQL, R, Python, Javascript, Figma, prototypes & wireframes

Researcher

University of Washington
Human-Centered Design and Engineering & Psychology

2014-2020

Designed studies, experiments, and software tooling to answer personal research questions and supported a team of researchers to answer theirs. Built several tool frameworks to support these processes, including a web framework to support collection of social media data, grounded labeling, and visualization of the data. Also mentored of graduate and undergraduate students.

Python, SQL, R, Javascript, Django, Excel, PHP, Visual Basic, Unity, C#

Software Engineer

Microsoft

2013-2014

Designed and websites, web applications, and phone applications. Worked with a team of stakeholders, including design and management, to design, plan, and build multiple customer facing websites and streamline publishing for content writers. This included extensive work with designers to develop a visual framework for reusable web components using HTML and CSS. I also developed custom tools for transforming and publishing content.

C#, Python, JavaScript, CSS

Software Development Engineer

Microsoft

2011-2012

Developed a specialized Xbox storefront experience. I owned several areas including voice recognition, startup optimization, localization, media playback, and custom build tools. I built a custom startup profiling and visualization tool to diagnose and optimize application boot times.

C#, Unity3D, C++, Javascript, CSS, and MSBuild.

Education

PhD – Human-Centered Design & Engineering - University of Washington – 2025 (expected)

BS – Human-Centered Design & Engineering - University of Washington – 2014

BS – Psychology - University of Washington - 2014