

Chris Mueller

User Experience Designer

iammueller.com — chris@iammueller.com

Work

NASA (via SJSURF)
Mountain View, CA
Senior UX Designer
Sept 2013 - Present

- Lead design through all phases of project lifecycle — from sketches to final specification.
- Plan and execute user research and testing activities, model results, and extract insights.
- Create wireframes, storyboards, and interactive prototypes to rapidly test iterations and communicate design direction.
- Partner with developers to discuss implementation details, weigh trade offs and estimate effort.
- Sometimes work as project manager defining goals with stakeholders and ensuring team success.

DIRECTV
El Segundo, CA
Software Engineer
June 2010 - Aug 2012

- Led a small development team working on internal operations software.
- Developed custom Java applications ranging from signal visualization to maintaining data integrity.
- Led user research and requirement generation activities with stakeholders and users.
- Created requirement documents and design specifications for new software applications.
- Maintained project schedule and feature priority for all software releases.

Education

Carnegie Mellon University
Master of Human-Computer Interaction
August 2013

- Technical lead of team working with NASA Ames Research Center on maximizing ISS crew efficiency via a head-mounted display.
- Created a gesture-based music sequencer for public installation.
- Developed a set of interactive displays showcasing events, projects, and people on campus.

Loyola Marymount University
Bachelors of Science in Computer Science
May 2010

- Magna Cum Laude
- Program Scholar — Computer Science (highest graduating GPA)
- Developed experimental application for navigating obstacle courses using only a webcam and flashlight.
- Extended Firefox core to allow direct I/O with native JavaScript (no plugins). Proof of concept with Sony Sixaxis controller.
- Created location-aware, mobile application for claiming real-world territory with other users.

Tools and such

Currently using Sketch, InVision, Flinto
HTML/CSS/JS, SQL, Git, SVN

Used in the past OmniGraffle, Adobe Illustrator, InDesign, After Effects
Java, C, C++, Processing, openFrameworks, Arduino, Android SDK
AngularJS, Node.js, MongoDB