



Christian Broms

Product Designer

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Design

Prototyping,
Wireframing, Research
Synthesis, Contextual
Inquiry, Interaction
Design

Code

Javascript, React,
Svelte, Python,
Express, MongoDB,
C#, C++, Docker

Tools

Figma, Adobe XD,
Sketch, InVision,
Adobe CC, Unity 3D

Education

Carnegie Mellon University

2017-2021

BHA Cognitive Science and Art
Double major in Human-Computer Interaction

GPA 3.8/4, Dean's List

Experience

CMU HCII

Porges Research Fellow
Summer 2020

Built a ML tool for eye tracking that uses any webcam as a less than \$1 alternative to \$1k+ eye trackers. Designed and deployed an end-to-end web platform using it as a tool for UX research and usability evaluation.

Booz Allen Hamilton

Intern
Summer 2019

Designed an app to translate realtime weather METAR reports into rich AR visualizations. Developed interaction methods through prototypes, collaborated with engineers to implement the design in Unity 3D.

ClassInSight

Research Assistant
2019-2020

Synthesized research findings to develop a web dashboard and visualizations to give teachers insight into their teaching from novel sensor data. Deployed and iterated on feedback from its use.

Projects

Pith

Senior Capstone
2020-Present

Co-creating a platform for facilitating and summarizing large-scale discussions online. Designing the conversational space and running studies on affordances such as reactions. Implementing the web interface with Svelte.

Algorithmic Support

Capstone for 7 Cups
Spring 2021

Developing and implementing a prototype of an algorithmic decision support system for moderating an online mental health community. Interviewing stakeholders, synthesizing data, and developing a new interface for interacting with output from ML models.

Art Engagement

For PGH Cultural Trust
Fall 2019

Conducted formal and informal interviews with stakeholders involved in Pittsburgh's public art space. Synthesized findings with affinity diagramming. Developed and evaluated a low fidelity prototype of a new product-service system.

Go Gilson

For Gilson Snow
Spring 2020

Quickly researched, synthesized, and developed a low effort, high value service proposition for Gilson Snow to connect experienced members of the Gilson community to those just getting started.

Gaze Interfaces

Personal Project
2020-Present

A series of small interactive prototypes that use eye tracking as a method for interacting with interfaces. Experiments include a bootstrapped system for controlling your Zoom presence built with C++, and a web-based interface for reading built with React.