Christina Bui

UI/UX Designer / Graphic Designer

https://christina-bui.github.io

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678-799-1636

Skills

Design

Storyboarding

User Flows

Prototyping

Wireframing

Journey Mapping

Empathy Mapping

User Research

Competitive Analysis

Heuristic Evaluation

Contextual Inquiry

Affinity Analysis

Personas

Coding

Java

C#

HTML / CSS

Processing

Tools

Adobe Creative Cloud

Balsamiq

InVision

Figma

Publications

S. M. Astrid Bin, Christina Bui, Benjamin Genchel, Kaushal Sali, Brian Magerko, Jason Freeman. *From the museum to the browser: Translating a music-driven exhibit from physical space to a web app*. Web Audio Conference (2019).

Education

Georgia Institute of Technology

Aug. 2019 - May 2020

M.S. Digital Media

Georgia Institute of Technology

Aug. 2015 - May 2019

B. S. Computational Media - GPA: 3.61 (Magna cum laude)

Experience

Graduate Research Assistant / Georgia Tech Digital Media Department

Aug. 2019 - Present in Atlanta, GA

Assisted the Associate Director of Graduate Studies with tasks such as data entry, graphic design, web development, and social media marketing.

UI/UX Graduate Research Assistant / Georgia Tech Expressive Machinery Lab

May 2019 - Aug. 2019 in Atlanta, GA

Created web UI/UX and graphic design for music production/coding education application.

TSA2 / Georgia Tech Multimedia Studio

Jan. 2018 - Apr. 2019 in Atlanta, GA

Provided assistance with the Adobe Creative Cloud and plotter printing.

UI/UX Intern / Diversified.

May 2018 - Aug. 2018 in Atlanta, GA

Worked with design team on UI and UX of audio-visual conferencing systems for various clients such as Macy's and Coca-Cola.

Graphic Design Consultant / 10,000 Cellphones of Duluth

Jan. 2018 - Jun. 2018 in Duluth, GA

Worked with client to create various branded collateral spanning poster design to print design.

Projects

Heart Sense

With a multi-disciplinary team on a project which uses Arduino sensors to collect biometric data from users to create captivating visualizations. Involves brainstorming, rapid prototyping, and evaluating every iteration of the system.

Learn-A-Latte

On a team that researched and designed an interface with the goal of sharing knowledge of coffee. Brainstormed, identified problem space, conducted interviews, made affinity diagrams, developed personas, created prototypes, tested and conducted evaluation of final design.