Wright, Christopher L. (**Willing to Relocate**)
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CAREER OBJECTIVE

As a recent Computer Science graduate with a concentration in Human-Computer Interaction, I aspire to go into User Experience or Product Design. The relationship between users and the products/technologies they use, pique my interest, therefore I would love to work in an environment that would let me continue to observe and learn about this relationship. I'm currently looking for an entry-level design position in either UX design, Front-end, or Graphic Design where I can still learn new skills.

EDUCATION

B.A Computer Science: Human-Computer interaction (2016-2020)
The University of North Carolina at Charlotte, Charlotte, NC
- Cumulative GPA: 3.3/4.0
- Dean's List (Spring 2016, fall 2019)
- **Design Portfolio https://cwrigh93.github.io/**

TECHNICAL SKILLS

Applications: MS Office Suite, Adobe Photoshop, Adobe Illustrator, Windows, Axure, Balsamiq, PowerPoint, Adobe XD, VS code

Technical Skills: HTML5, CSS3, JavaScript, Wireframing, Graphic Design, Prototyping, Workflows, Personas, Storyboarding, Blogging, Technical communication, User research, Participatory design, Interaction Design, Usability, Java, C#, SQL, Bootstrap

WORK EXPERIENCE

F.L Wright Trucking Associate
- 2018-2020
- Assist with maintenance on trucks
- Buy and transport parts and other materials to drivers and mechanics

UPS: Driver Helper
- Oct 2017- Dec 2017
- Helped Package car driver deliver packages in a timely manner
- Picked up packages and used outstanding customer service skills to keep customers satisfied

PROJECTS

3D printed User Experience
- Participated in a group that used 3D printing and HCI principles to print a usable prosthetic hand for the end-user.
- Managed the production of physical prototypes and designated roles.
- learned how to 3D print as well as rapid prototype.
- Led a participatory design session, usability session, and interviews as a means of user research for the end-user.

Website Development
- Created a website utilizing HTML, CSS, JavaScript, JSON, Ajax, and jQuery for a small trucking company
- The website embodies simplicity and is used to convey basic information such as contact, transportation info, and location. Utilized the principles of design.

Designing Tangible Tabletop Interactions
- Researched and Created a tabletop interaction-based snake game using computer vision.
- Worked with a partner using OpenCV to virtualize shapes detected in Realtime.
- Incorporated virtualized shapes into the snake game as obstacles using python.