

# Christi Hagen

User Experience Designer

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## Design Tools

Wireframing  
Prototyping  
Journey Mapping  
Sketching  
Storyboarding  
Adobe InDesign  
Adobe Illustrator  
Adobe Photoshop  
HTML/CSS  
JavaScript

## Research Skills

Contextual Inquiry  
Interviewing  
Competitive Analysis  
Survey Design  
Affinity Diagramming  
Personas  
A/B Testing  
Think Aloud  
Heuristic Evaluation  
Web Analytics

## Spoken Languages

English native  
Spanish proficient  
Chinese beginner

## Interests

Web Design  
Data Visualization  
Bike Rides  
Glass Blowing  
Bubble Tea

**CARNEGIE MELLON  
UNIVERSITY**  
Pittsburgh, PA  
Expected: Aug. 2014

**OKLAHOMA STATE  
UNIVERSITY**  
Stillwater, OK  
May 2013

**EATON**  
Pennsylvania, PA  
Jan. 2014 - Present

**CARNEGIE MELLON  
UNIVERSITY**  
Pennsylvania, PA  
Oct. 2013 - Dec. 2013

**OKLAHOMA STATE  
UNIVERSITY**  
Stillwater, OK  
Aug. 2012 - Dec. 2012

**EXXONMOBIL**  
Houston, TX  
May 2013 - Aug. 2013

**GARMIN**  
Olathe, KS  
May 2012 - Aug. 2012

**OKLAHOMA STATE  
UNIVERSITY**  
Stillwater, OK  
Aug. 2010 - May 2013

**LEADERSHIP &  
INVOLVEMENT**  
Sept. 2011 - Present

## HONORS

## Education

### Masters in Human-Computer Interaction

GPA: 3.92  
Relevant Coursework: Interaction Design Studio, HCI Capstone Project, Mapping and Diagramming, User Centered Research and Evaluation, Methodology of Visualization, Web Lab, E-Learning Design Principles

### Bachelor of Science in Computer Science

GPA: 3.83  
Minors in Spanish and Math  
Relevant Coursework: iOS Mobile Apps, Video Game Design

## Project Experience

### User Experience Design Lead, MHCI Capstone Project

Designing future switchgear interactions based on user research insights. Iterating and user testing our prototype from low to high fidelity. Crafting project reports to communicate our design processes to Eaton.

### iPad Magazine Design Project

Identified target audience through competitive analysis. Crafted personas, a mood board, layouts, and a design language. Designed the magazine using InDesign and devised interaction paradigms.

### iOS App Team Project

Lead a team in developing an iPhone app for hospitality client. Designed and implemented the UI and workflow of the project. Worked one-on-one with stakeholders to ensure needs were met.

## Work Experience

### Software Development Internship

Explored collaboration possibilities using Kinect interactions and created learning materials to accelerate development for future developers. Created tailored Kinect services for easy integration of Kinect technology into in-house applications alongside a proof-of-concept application.

### Software Engineering Internship

Worked with an on-site pilot to design UI according to company standards. Developed software for multiple Garmin aviation navigation systems. Enhanced the usability and functionality of the touchscreen UI.

### Student Tutor

Implemented quick critical thinking and problem-solving techniques to help students understand challenging concepts.

## Leadership and Honors

CMU Women@SCS member and Big Sister  
Oklahoma State Women in Information Technology (OK-WIT) President  
ACM@OSU Club Treasurer  
International Student Mentor

Outstanding Senior of Computer Science 2013  
Phi Beta Kappa, OSU Chapter