

Christi Hagen

User Experience Designer

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Design Tools

InDesign
Illustrator
Photoshop
Journey Mapping
Paper Prototyping
Sketching
Storyboarding
Wireframing
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: 3.87
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

Envisioning the future of switchgear-human interactions based on our gathered and synthesized user research data. Visioning, creating prototypes, conducting user testing, and iterating on our designs of Eaton's future switchgear interactions.

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