chris **basham**

User experience designer.
Prototyper. Developer.

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Skills

Design methods
- Affinity diagramming
- Card sorting
- Ideation
- Information architecture
- Personas & scenarios
- Usability testing

Research methods
- Contextual inquiry
- Cultural probes
- Ethnography
- Focus groups
- Interviewing

Prototyping
- Arduino & Phidgets
- Experience, Interactive, Paper, Rapid & Video prototyping
- Storyboarding
- Wireframing

Languages & Frameworks
- ActionScript 3, AIR, Cairngorm & Flex
- CSS, JavaScript, jQuery & XHTML
- MySQL & XML
- Objective-C & iOS
- PHP, CodeIgniter & WordPress
- Ruby & Sinatra

Tools
- Adobe Creative Suite, iWork & OmniGraffle
- Git & Subversion

Affiliations
- ACM
- IxDA
- RefreshIndy

Relevant experience

UX Designer & Developer, Sept. – Oct. 2011
The Bourbon Chase, Lexington, Ken.

Produced an iPhone system for providing real-time projections and results for a 200-mile overnight relay race, empowering coordinators to accommodate volunteer needs hours ahead and engage participants via social media outlets.

UX Designer, Jan. 2011
Refresh Weekend, RefreshIndy, Indianapolis, Ind.

Designed and launched non-profit Indy-east Asset Development website within 48-hours, teamed with four other volunteers. Assessed client needs; analyzed and structured content; and paper prototyped wireframes.

UX Design Intern, May – Aug. 2010
LexisNexis, Dayton, Ohio

Designed and iterated low- and high-fidelity interactive visualization prototypes to assist users researching with Lexis search products.

Multimedia Developer Intern, Sept. 2008 – May 2009
Pervasive Technology Labs, IUPUI, Indianapolis, Ind.

Researched and developed motion, color and symbol tracking algorithms to explore the limits of video processing and analysis in ActionScript 3.

Web Developer Intern, Jan. – May 2008
A Beautiful Question, Indianapolis, Ind.

Collaborated with out-of-state clients to develop WordPress themes and Adobe AIR applications.

Education

M.S. Human-Computer Interaction Design, June 2011
Indiana University, School of Informatics, Bloomington, Ind.

B.S. Media Arts & Sciences (New Media), May 2009
Indiana University (IUPUI), School of Informatics, Indianapolis, Ind.
Summa Cum Laude, General Honors, GPA 3.95/4.0

Minor Computer & Information Science, May 2009
Purdue University (IUPUI), School of Science, Indianapolis, Ind.

Other experience

Speaker, April – Oct. 2011
Total Recall: An Experiment with Daily Sketch Diaries, Ignite Bloomington
Desktop Prototyping: Interfacing JavaScript with Hardware, IndyJS
MacGyver Prototyping, Midwest UX

Course co-designer, Aug. – Dec. 2010
Prototyping for Design, HCI/d, Indiana University