CHRIS ERNST .ME

CODE · DESIGN · COMMUNICATION

Detail- and results-oriented resourceful self-starter seeking to enhance user experiences by utilizing superior code, design, and communication skills.

Portfolio available at chrisernst.me

chris@chrisernst.me

EDUCATION

Georgia Institute of Technology
MS Human-Computer Interaction (2016)
MS Music Technology (2014)
BS Computational Media, Music (2011) (Honors)

SKILLS

Wireframing and prototyping, high/low fidelity
User research, qualitative and quantitative
Formal and informal user testing
Card sorts, info architecture, flow diagrams
Web design and technologies
Automatic data analytics
Proficiency in Spanish and Italian

TOOLS

Adobe suite
Axure, Balsamiq, etc
UserTesting.com, Morae, etc
Mixpanel
HTML, CSS, JS (+frameworks), D3, Vue
PHP, JAVA, C/++/#, NodeJS, Drupal, etc.

PROJECTS

Mobile app and device interface for smart pill box
Analog/digital Super Smash Bros board game
Management web site for Glee Club
Music visualization and tonality training system
Wearable device for migraine pain alleviation

LEADERSHIP

Glee Club (2008 - 2015)
President, Vice President, Manager
Gymnastics Club (2008 - 2013)
Vice President, Treasurer

EXPERIENCE

Elavon
UX Designer (2016 - Present)
Worked with product owners, developers, and other stakeholders to create enterprise web-based SaaS products. Conducted informal research with paper prototypes and formal research with high-fidelity designs to ensure the success of the user experience.

GVU Center
Graduate Research Assistant (2010 - 2016)
Designed and produced posters, videos, animations, wall hangings, and other materials alone or in collaboration with stakeholders using industry-standard technologies and methods.

Coca-Cola
UX Contractor (Summer 2015)
Conceptualized and implemented social media performance data metrics visualizations, websites, and produced and animated short educational videos about various technologies. Provided input on information architecture and feasibility of an internal web-based system.

BitPay
Designer/Developer (Summers 2013, 2014)
Developed transactional-type features in NodeJS, and designed and implement web interfaces, all from scratch or from partially-complete code. Answered calls and email from customers inquiring about their transactions, potential errors and bugs, and maintaining the company's relationships with them. Designed materials for motion, print, web, and installation.

College of Computing
Teaching Assistant
Spring, Summer, Fall 2011, Spring 2013