



## **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

PHP, JAVA, C/++/#, NodeJS, 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

Human factors research for migraine pain alleviation

## **LEADERSHIP**

**Glee Club** (2008 - 2015)

President, Vice President, Manager

**Gymnastics Club** (2008 - 2013)

Vice President, Treasurer

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](http://chrisernst.me)

[chris@chrisernst.me](mailto:chris@chrisernst.me)

## **EXPERIENCE**

### **Elavon**

*UX Designer* (2016 - Present)

Worked with product owners, developers, and other stakeholders to design, prototype, and create enterprise web-based SaaS products. Conducted usability research with prototypes and final products to evaluate product effectiveness and usability.

### **GVU Center**

*Graduate Research Assistant* (2010 - Present)

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