

Christopher Ritter

USER EXPERIENCE DESIGNER & FRONT-END DEVELOPER

UX/UI Designer & Front-End Dev

providing systemic design solutions—from wireframes and workflows to prototypes and production-ready assets.

Practical knowledge of working with waterfall and Agile development teams.

Stays up to date with the latest frontend technologies for building web and mobile applications.

CORE COMPETENCIES

Wireframes, Flowcharts, Prototypes, Design Systems, HTML, CSS, JavaScript, Bootstrap, Material, Sass, Git, React, Vue

EDUCATION

Wright State University
Dayton, Ohio 1993 – 1997

TECHNICAL SKILLS

Adobe Creative Suite: Photoshop, Illustrator, InDesign, XD

Microsoft Office: PowerPoint, Word, Excel, Visio

Production: HTML, CSS, JavaScript, Bootstrap, Material, Sass, Git, React, Vue, ASPX

Other: Visual Studio Code, XMind, QT Creator

Jenzabar, Inc.

UX / UI Designer

August 2015 – Present

- Implemented a Table of Contents (TOC) sidebar for navigating through separate page sections on the JICS Design System.
- Created a new design system for Jenzabar ICS to standardize the development of front-end components.
- Created a new Career Explorer for Find Your Calling to help prospective students to explore their career choices.
- Implemented Pattern Lab with Handlebars/SCSS to test and deliver front-end components for Find Your Calling.
- Implemented fully responsive layouts on a wide assortment of Jenzabar ICS portlets using Bootstrap and jQuery.
- Created new base theme to implement the new branding guidelines for Jenzabar products with Sass CSS.
- Designed the next generation of Jenzabar CX for campus-wide administration on PC and Macintosh systems.

Strategic Data Systems

Experience Design Consultant

May 2015 – August 2015

- Contracted to provide front-end assistance (HTML/CSS/JS) for Crown Equipment to implement a responsive design for their corporate site managed by Adobe Experience Manager.

Trimble Navigation

User Experience Designer

January 2014 – May 2015

- Brainstormed concepts with machine operators using Gamestorming techniques to generate new ideas.
- Developed HTML/Bootstrap prototypes for field testing with machine operators. Conducted field research of the construction industry across the US and Canada, providing top level reports to primary stakeholders.
- Provided design assets for prototypes and production within an Agile environment, including style guides and custom icons for Android applications.