

# **CHRIS LISSMAN**

## **User Experience Engineer**

Albuquerque, New Mexico

#### **SUMMARY**

I design products that solve the problems of real people in real contexts. My approach is shaped by experience in science and art, with a focus on front-end development and design systems.

#### **EDUCATION**

## **Metropolitan State University of Denver**

B.S. Chemistry | Magna cum laude (GPA 3.93)

#### Bloc

UX/UI Design Apprenticeship

## **SKILLS**

Soft Skills	Design
Lateral Thinking	Wireframing
Analytical Approach	Prototyping
Communication	Mockups
Empathy	Design Systems
Curiosity	Usability Testing

Code	Research
HTML5	Interviews & Surveys
CSS3 / Sass	User Flows
JavaScript	Personas
React	Competitive Analysis
Git / Github	User Stories

## **Tools**

Figma Adobe XD Adobe Photoshop Adobe Illustrator Invision

#### CONNECT

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### **PROJECTS**

Groupup bit.ly/groupup1

**Event Finder for Android** 

- · Used user survey to discover goals and frustrations
- · Analysed competitors strengths and weaknesses
- · Quickly created and iterated on low and high fidelity prototypes
- · Tested prototype with Maze and designed solutions to problems
- · Designed brand guidelines

Cira bit.ly/cira1

Cloud Storage for Designers

- · Researched cloud storage users and market
- · Implemented scalable design system
- · Created low and high fidelity prototypes
- · Tested prototypes and designed solutions to problems
- · Designed brand guidelines

## **EXPERIENCE**

Bloc 2019-Present **UX/UI** Design Apprentice

- · Completed 1000+ hour project-based boot camp under the mentorship of accomplished UX professional
- · Conducted usability testing with wireframes and high-fidelity prototypes and developed solutions to problems
- · Developed scalable design systems and components in Figma
- · Built and launched prototypes of an Android app and responsive web applications on Github
- · Created and developed brand identities including brand name, brand guidelines and logo

# Lionborn 2014-2018

- Colorist
- · Collaborated with creator to create published graphic novel
- · Focused readers' attention on crucial story elements through the use of color theory and contrast
- · Employed professional flatters
- · Crafted custom brushes and textures for illustration