

Chris Mueller

Interaction designer & software developer
iammueller.com -- chris@iammueller.com

Education

Carnegie Mellon University
Master of Human-Computer Interaction
August 2013

- Technical lead of team working with NASA Ames Research Center on maximizing ISS crew efficiency via a head-mounted display.
- Gesture-based music sequencer for public installation.
- Set of interactive displays showcasing events, projects, and people on campus.

Loyola Marymount University
Bachelors of Science in Computer Science
May 2010

Awards

Magna Cum Laude
Program Scholar - Computer Science (highest GPA)
Eugenie B. Hannon Science and Engineering Scholarship

- Application utilizing blob-tracking for navigation of obstacle courses.
- Extension of Firefox to allow direct I/O with native JavaScript. Proof of concept with Sony Sixaxis controller.
- Location-aware, mobile application for claiming real-world territory with other users.

Work

NASA (via SJSURF)
Mountain View, CA
Senior Project Associate
Sept 2013 - Present

- Perform user research and model results for various projects throughout NASA.
- Develop wireframes, high fidelity mockups, and design specifications for software solutions.
- Work with developers to determine ideal implementation.
- Develop and perform test plan for new software.

DIRECTV
El Segundo, CA
Software Engineer
June 2010 - Aug 2012

- Technical Lead for DIRECTV Broadcast Operations Support System (DBOSS) development team (6 developers, ~300 users).
- Led user research and generated requirements and design specifications for new software applications.
- Determined schedule and feature priority for software releases.
- Developed and tested new features and products (all work peer reviewed).
- Performed admin duties for hardware systems.

DIRECTV
El Segundo, CA
Software Engineering Intern
May 2009 - Aug 2009

- Assisted in development and launch of DIRECTV Broadcast Operations Support System (DBOSS).
- Created proof of concept for DBOSS BlackBerry support.
- Assisted with training and documentation.

Skills & Tools

Currently using

Sketch, OmniGraffle
HTML/CSS/JS, AngularJS, Node.js, MongoDB, Git, SVN

Used in the past

Adobe Illustrator, InDesign, After Effects
Java, C, C++, SQL, Processing, openFrameworks, Arduino, Android