

Chris Mueller

Interaction designer & software developer
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Work

NASA (via SJSURF)

Mountain View, CA
Senior Interaction Designer
Sept 2013 - Present

- Plan and maintain all phases of project schedules.
- Work closely with external stakeholders to define success criteria, communicate status, and solicit feedback.
- Lead user research and usability testing; model results.
- Create wireframes, interactive prototypes, and final specifications.
- Work with development team to discuss implementation, weigh tradeoffs, and estimate effort.
- Lead production testing and deployment activities.

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.
- 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.

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

- Magna Cum Laude
- Program Scholar — Computer Science (highest graduating GPA)
- 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.

Skills & Tools

Currently using

Sketch, InVision, Flinto
HTML/CSS/JS, Git, SVN

Used in the past

OmniGraffle, Adobe Illustrator, InDesign, After Effects
Java, C, C++, SQL, Processing, openFrameworks, Arduino, Android
AngularJS, Node.js, MongoDB